

Figure 1

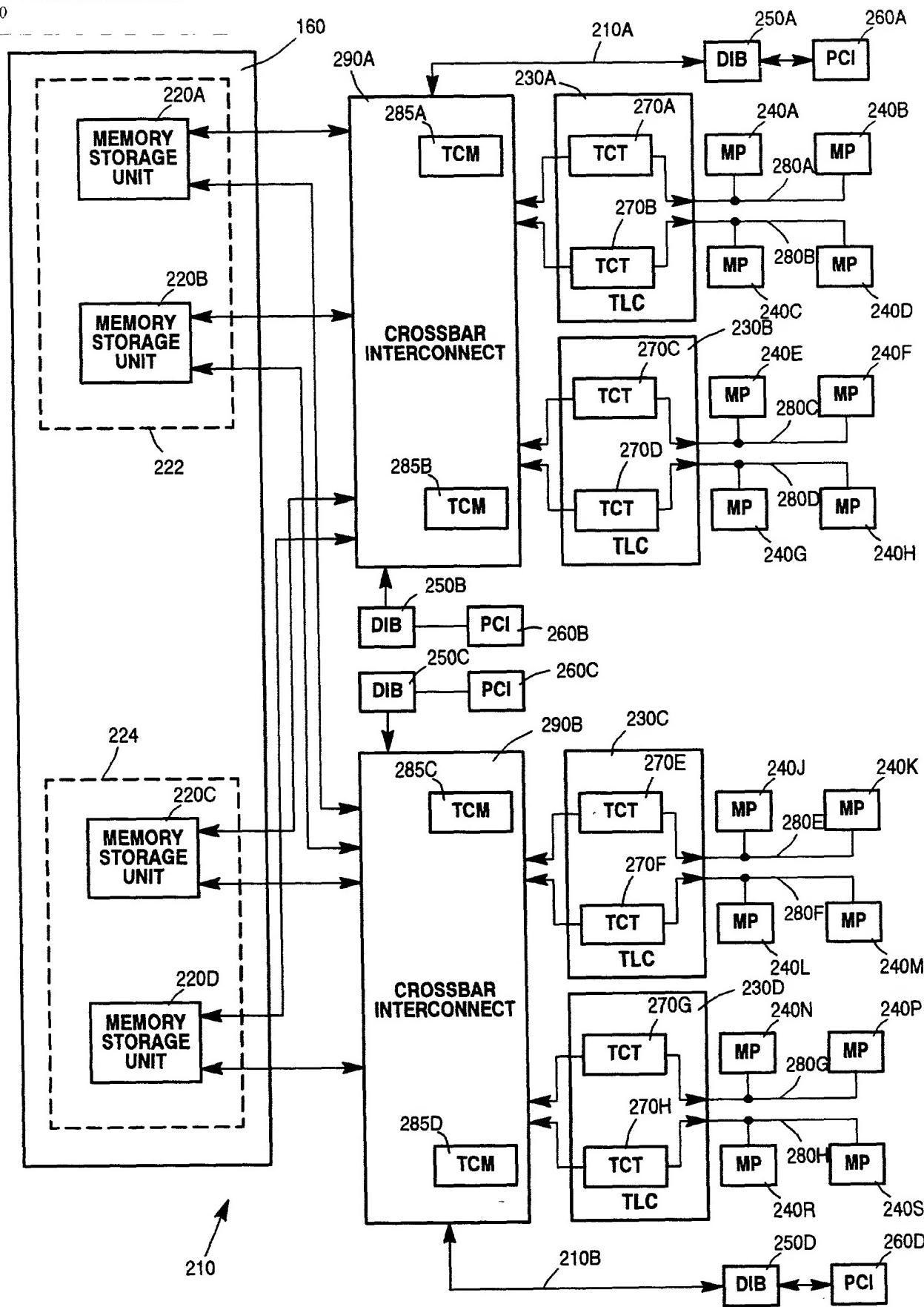


Figure 2

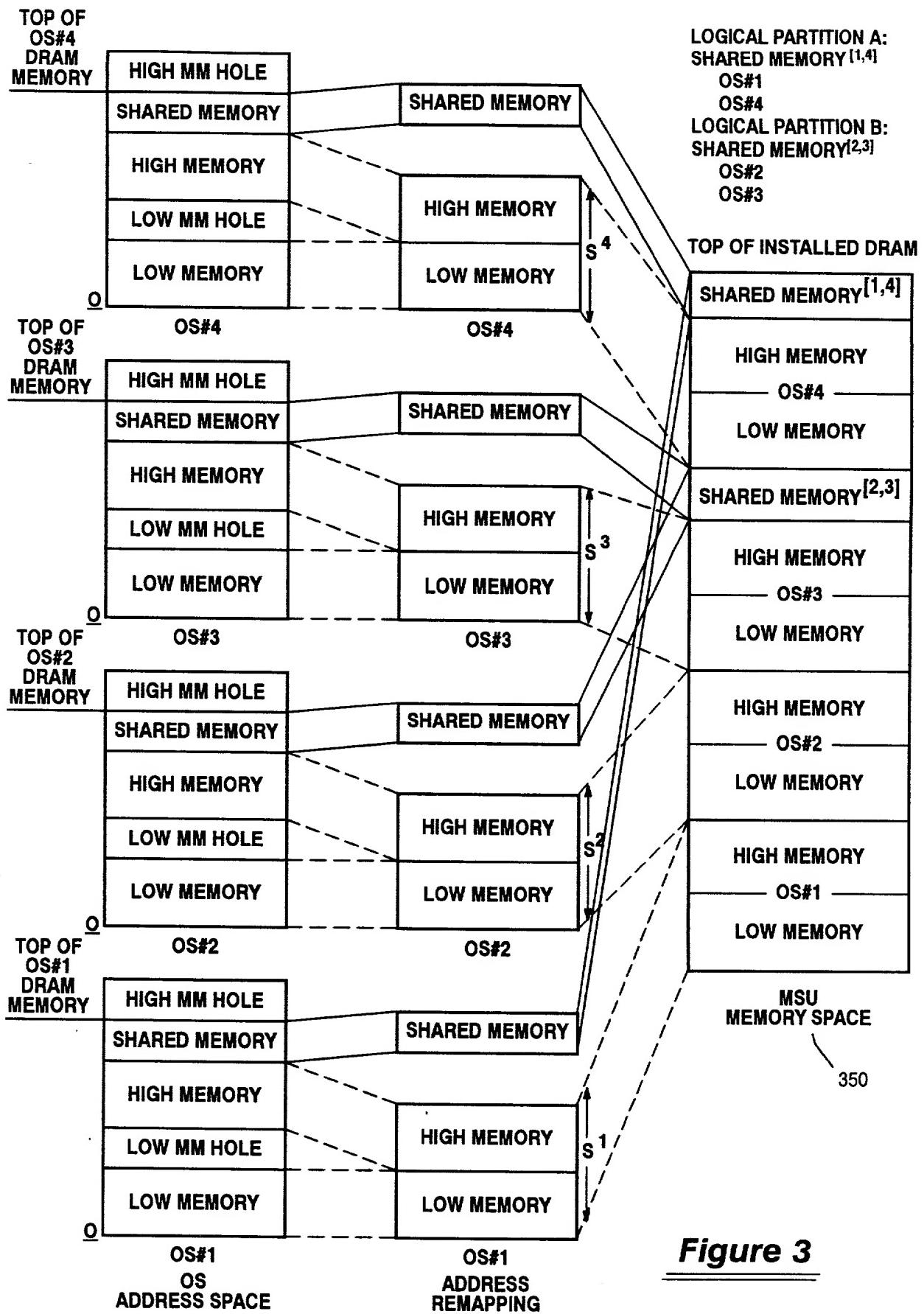


Figure 3

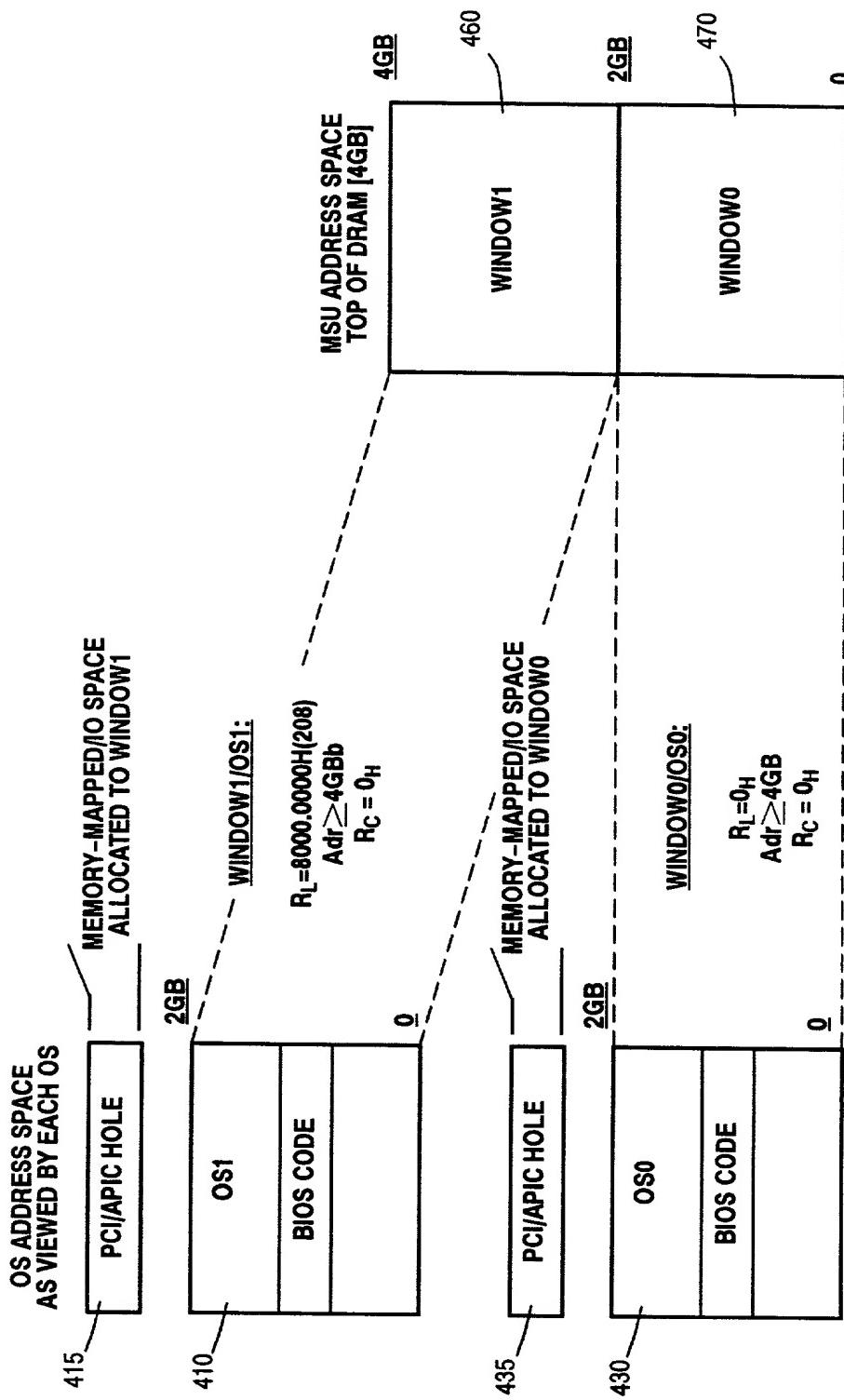


Figure 4

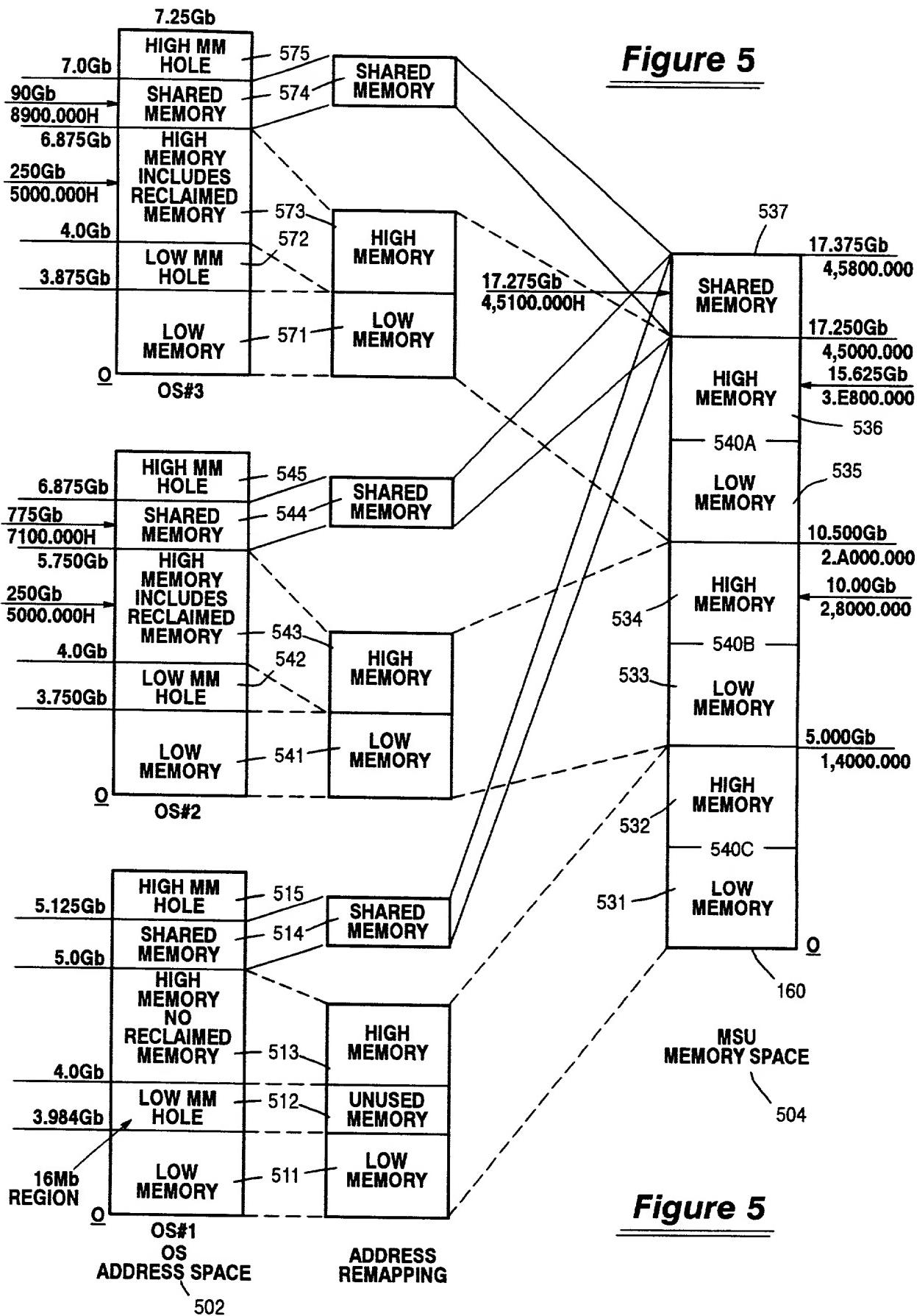


Figure 5

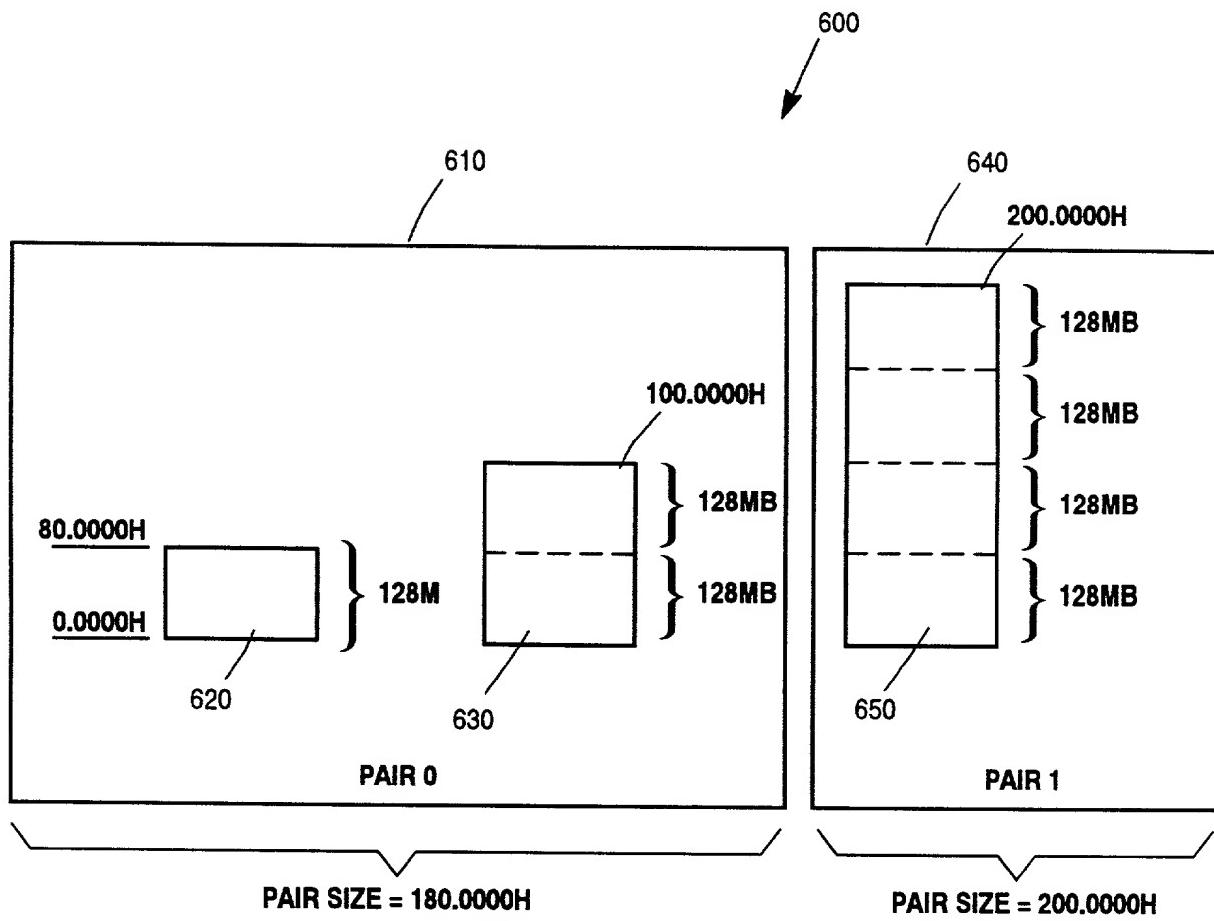


Figure 6

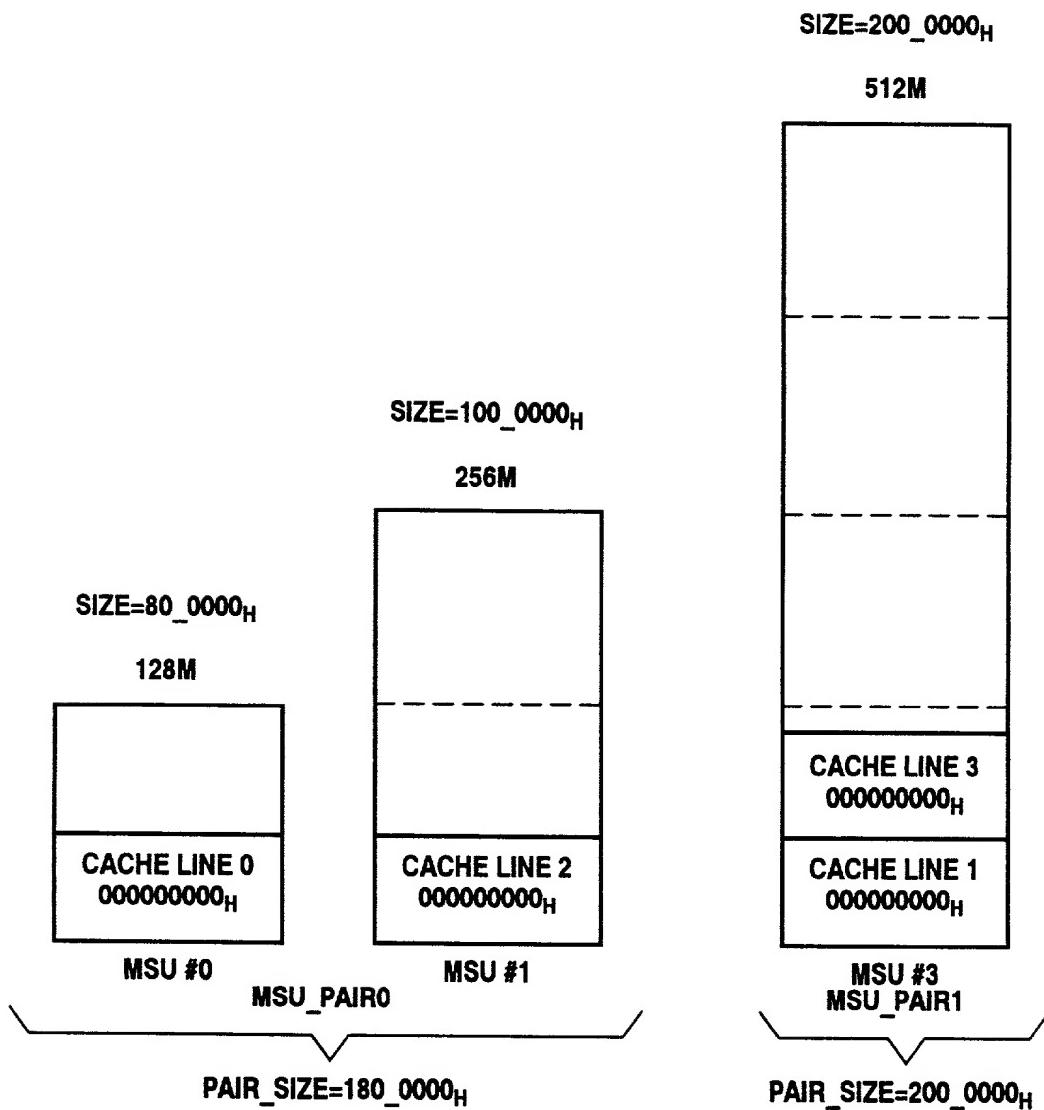


Figure 7

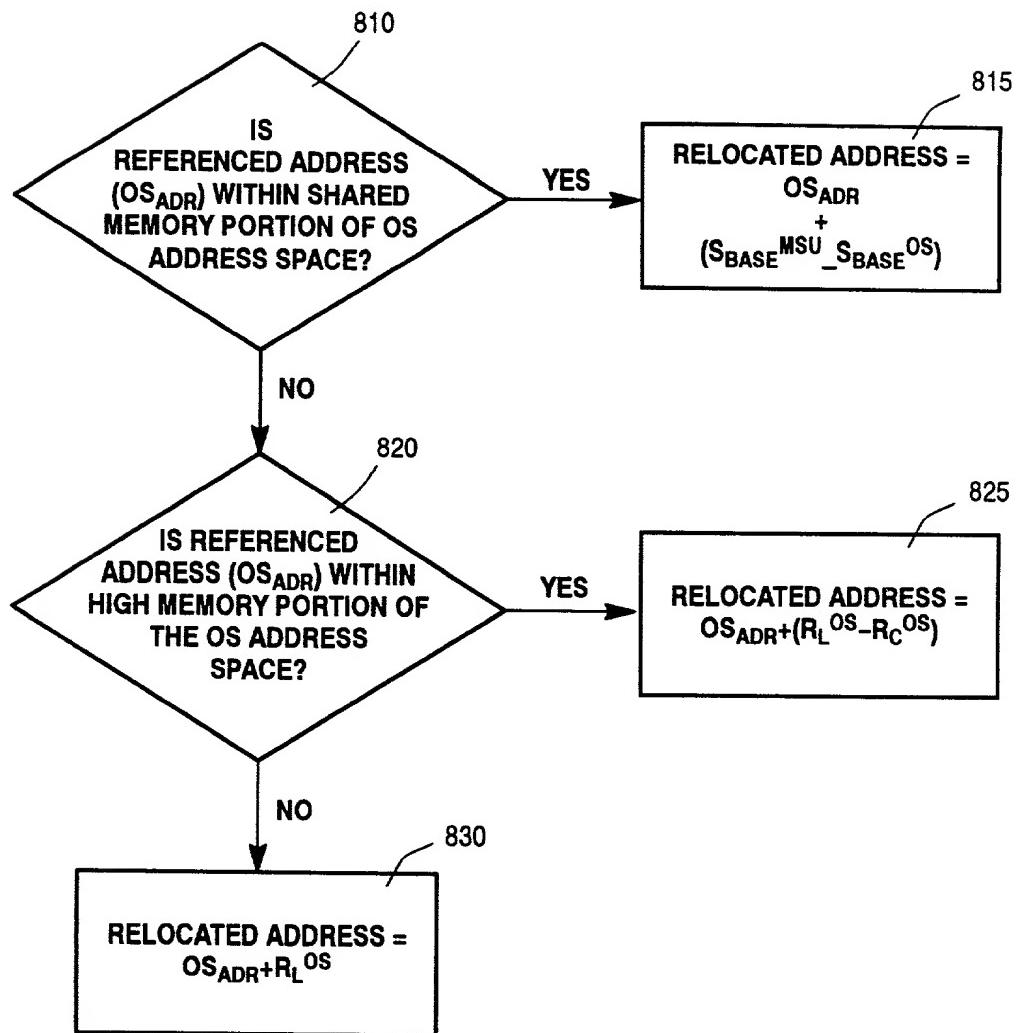


Figure 8

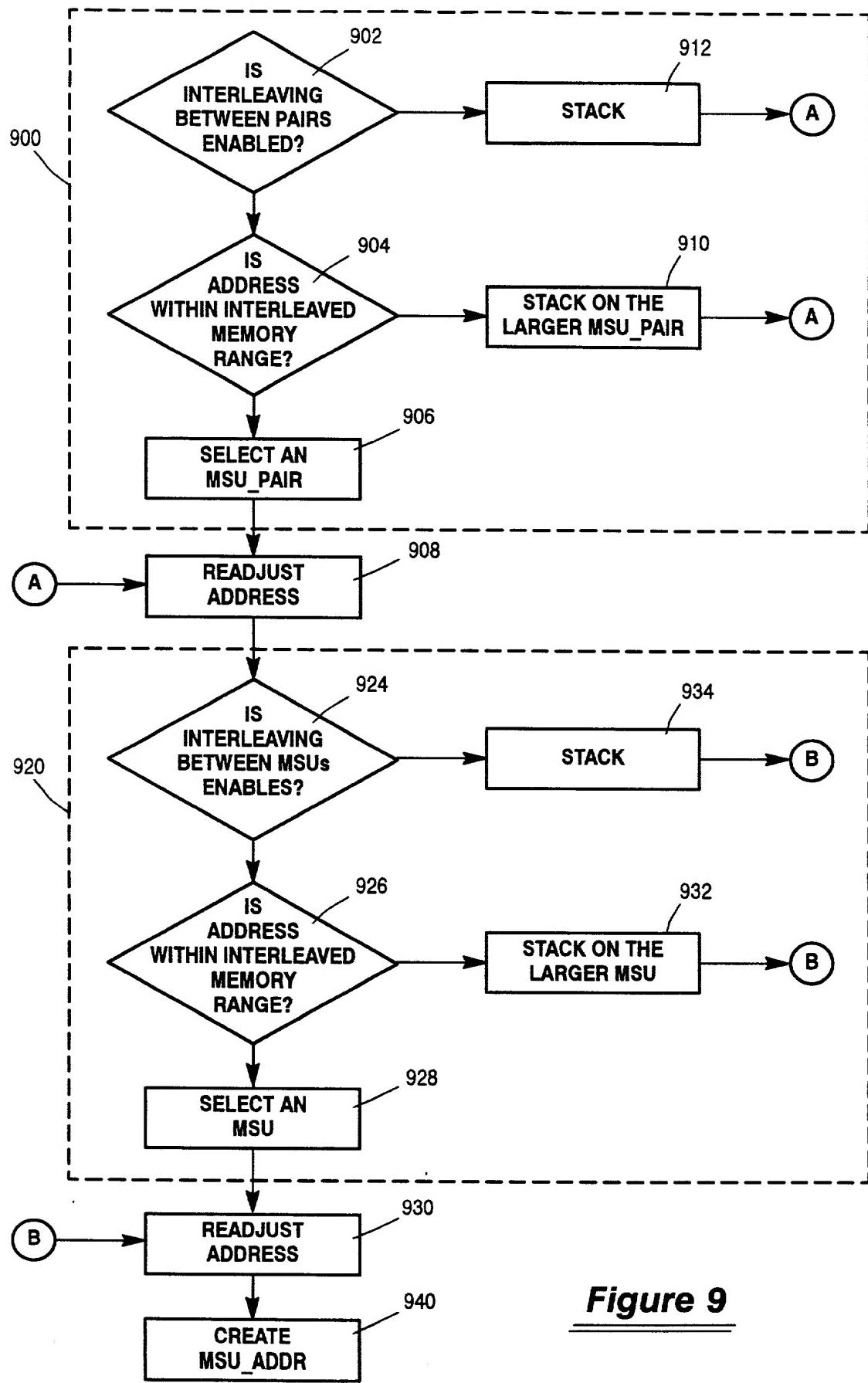


Figure 9

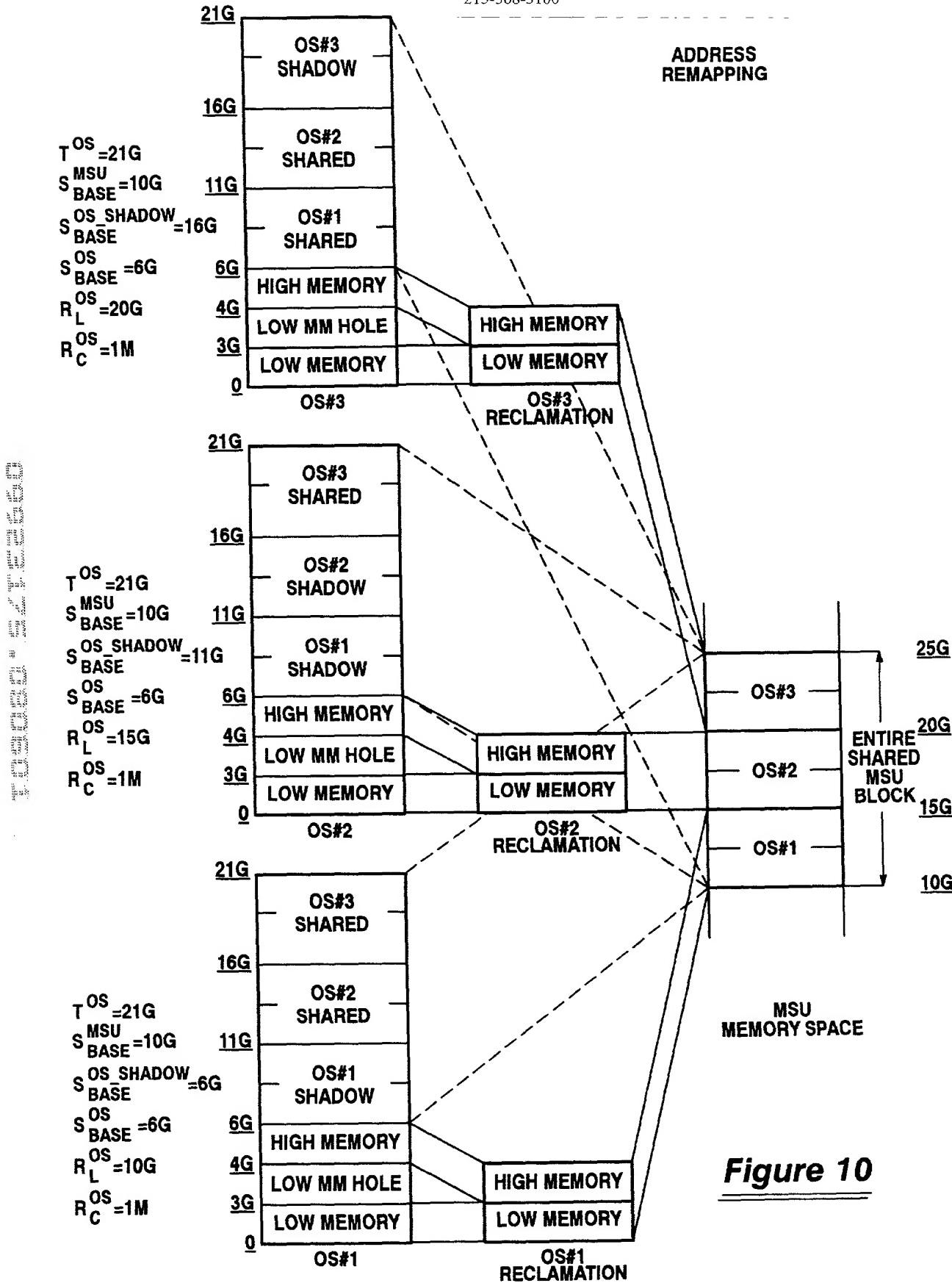


Figure 10

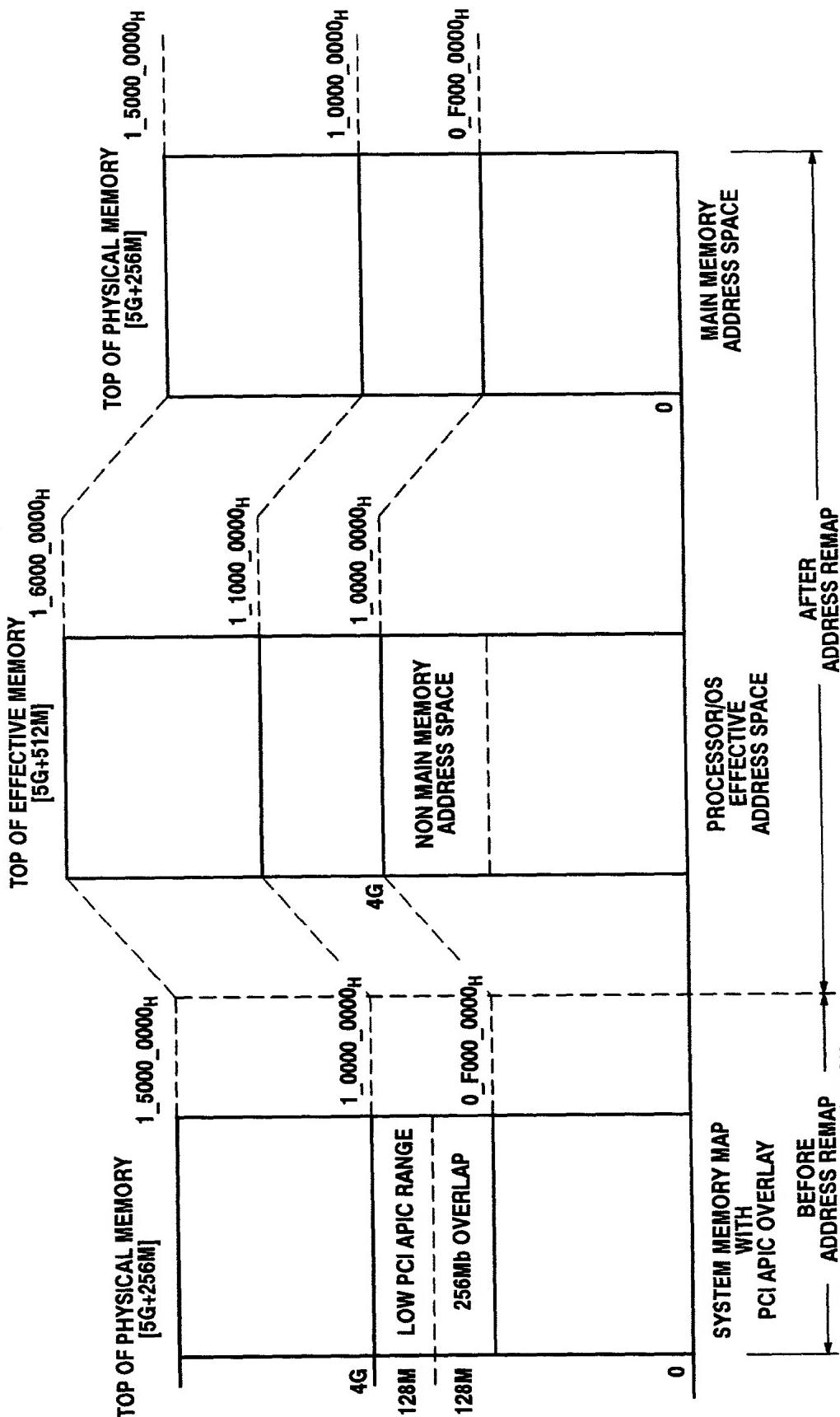


Figure 11

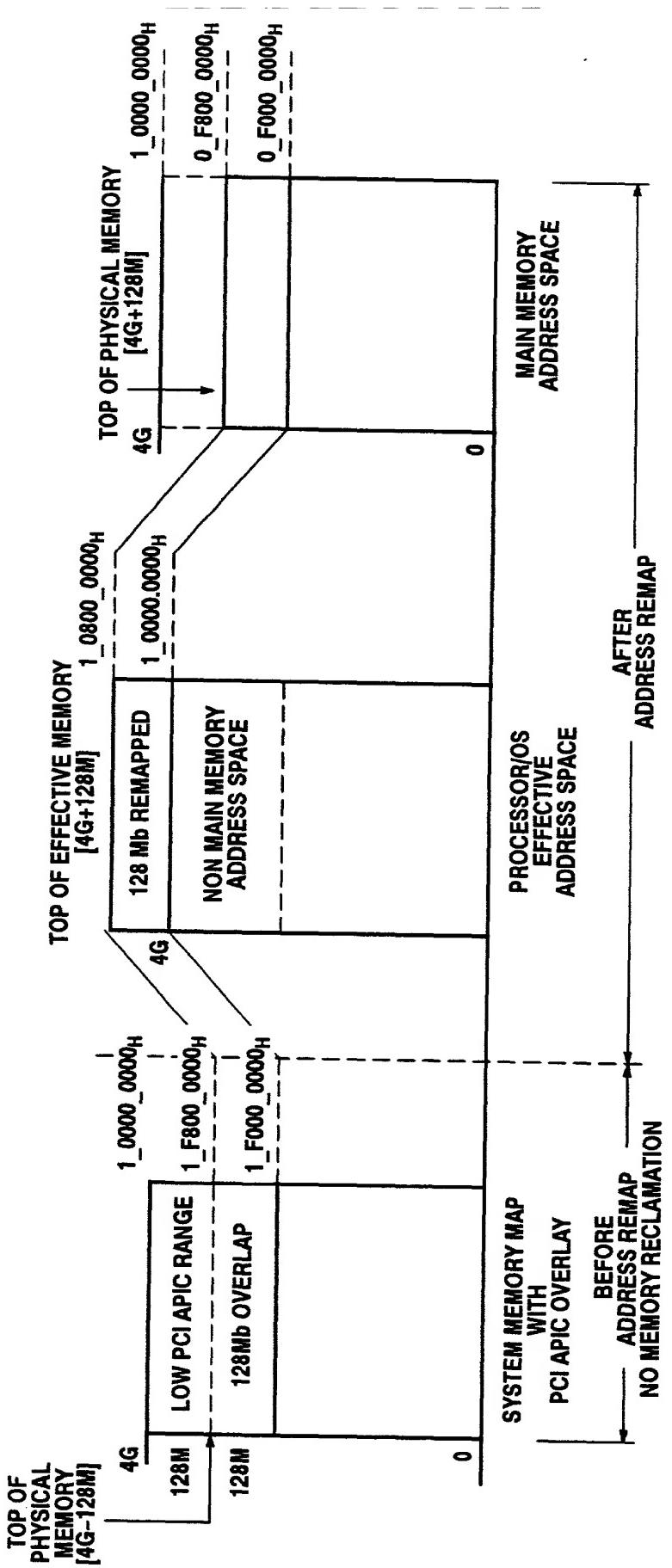


Figure 12

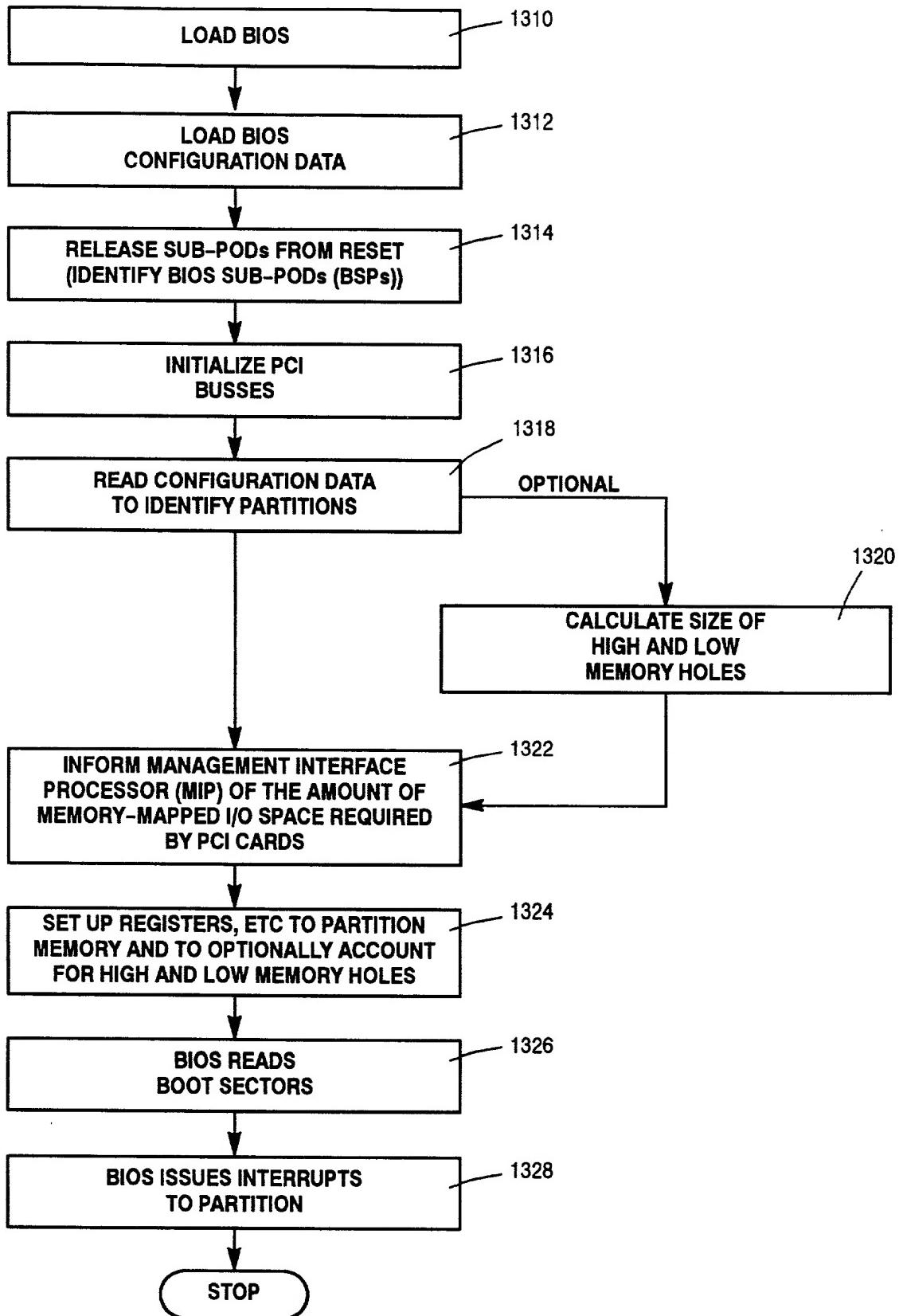


Figure 13

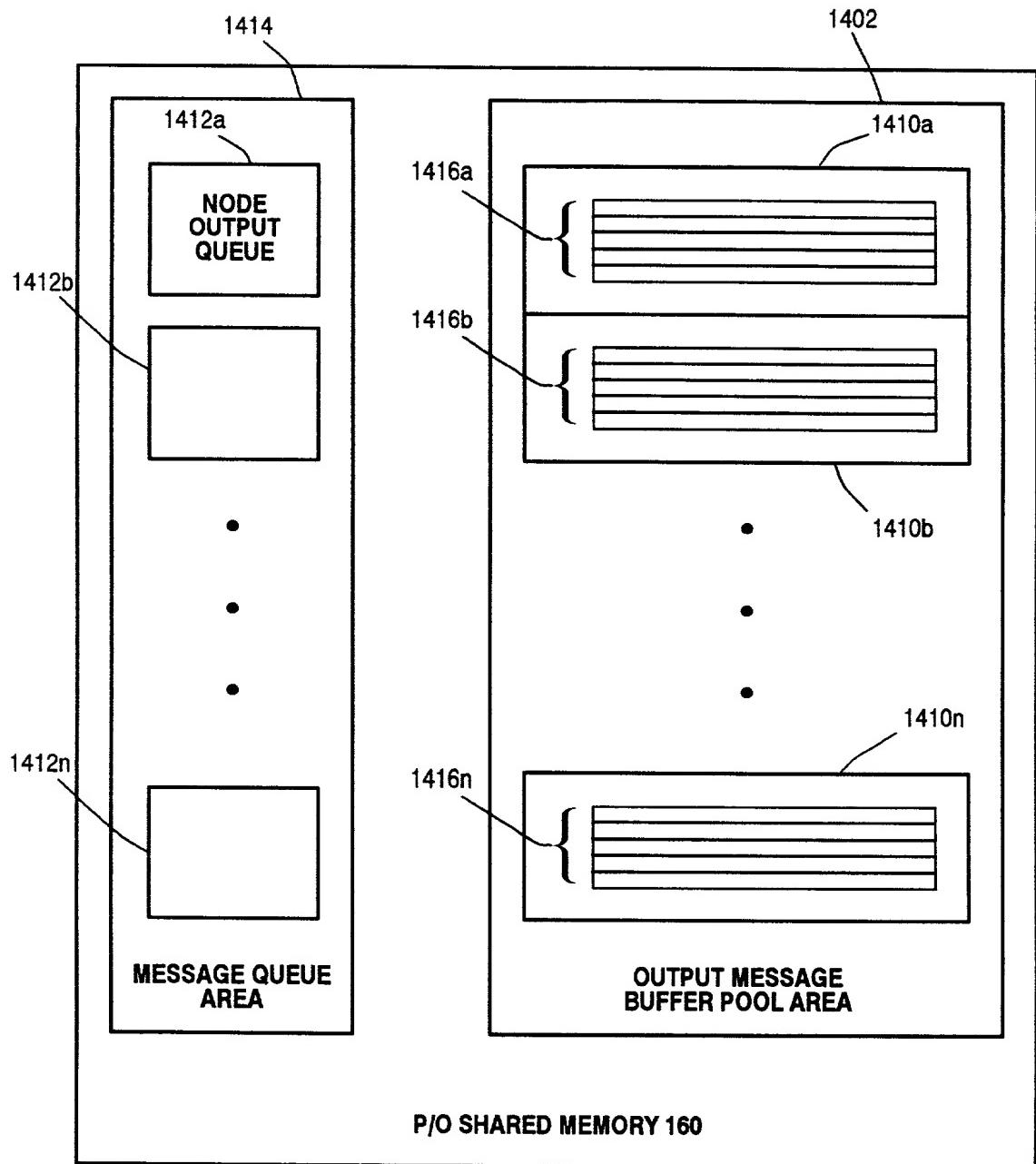


Figure 14

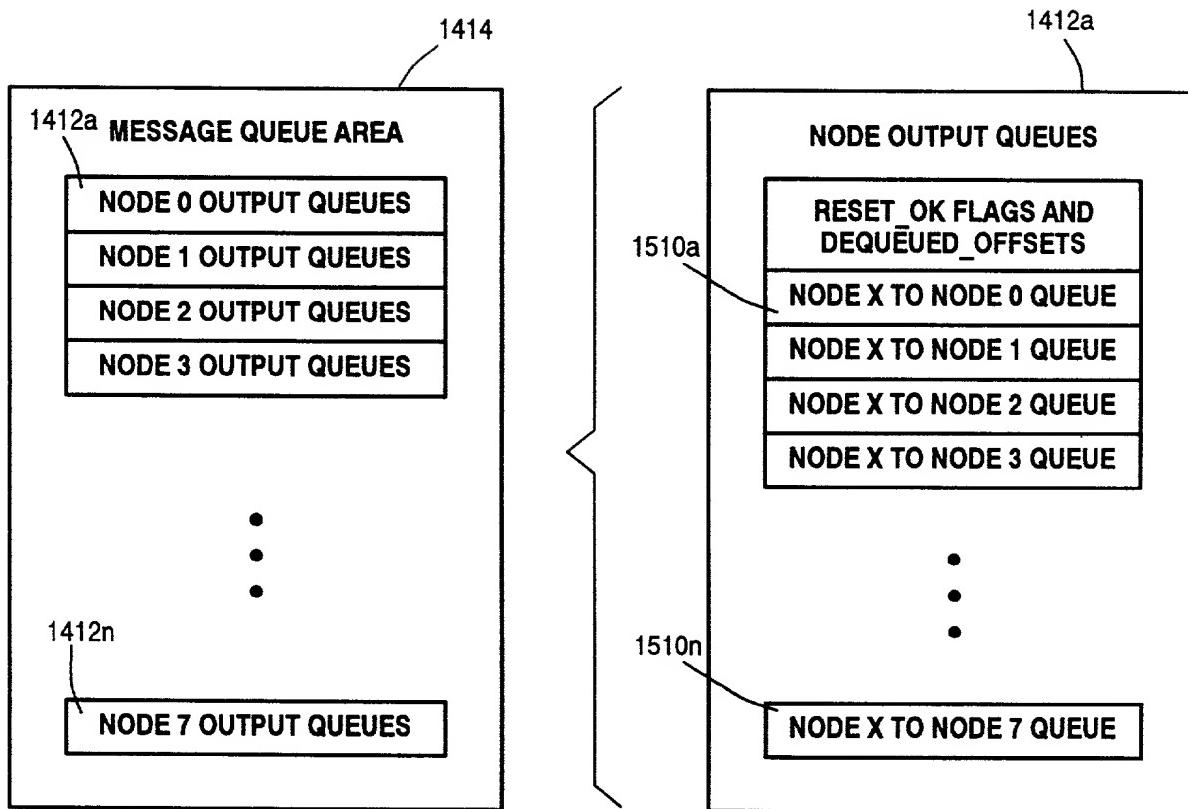


Figure 15

1412

A MORE DETAILED LOOK AT THE DEQUEUED OFFSETS
AND THE MESSAGE QUEUES IS SHOWN BELOW:

| | | | | | | | | | | |
|---------------------------------|----------|--|----------------------------|-------------------------------|-------------------------------|------|--|--|--|--|
| | 0 | 31 | 32 63 | | | | | | | |
| 0 | RESERVED | NODE OS ID (EXAMPLES FOLLOW) | | | | 1610 | | | | |
| | | 2 X | 2 P N | S C I T | O M U N | 1612 | | | | |
| 1-2 | RESERVED | NODE MAC ADDRESS (12 HEX DIGITS WITH 2 DIGITS PER BYTE) | | | | | | | | |
| 3-7 | RESERVED | RESERVED | | | | | | | | |
| 0 | RESERVED | 32 RESET_OK | 39 40 47 RESERVED | 48 63 | DEQUEUED OFFSET FOR NODE 0 | | | | | |
| 1 | RESERVED | RESET_OK | RESERVED | DEQUEUED_OFFSET FOR NODE 0 | | | | | | |
| 2 | RESERVED | RESET_OK | RESERVED | DEQUEUED_OFFSET FOR NODE 0 | | | | | | |
| | | | | • • • | | | | | | |
| 7 | RESERVED | RESET_OK | RESERVED | DEQUEUED_OFFSET FOR NODE 0 | | | | | | |
| START OF OUTPUT QUEUE TO NODE 0 | | | | | | | | | | |
| 0 | RESERVED | NEED_RESET | RESERVED | ENQUEUED_OFFSET FOR NODE 0 | | | | | | |

P/O
NODE-NODE
QUEUE
1510a

Figure 16A

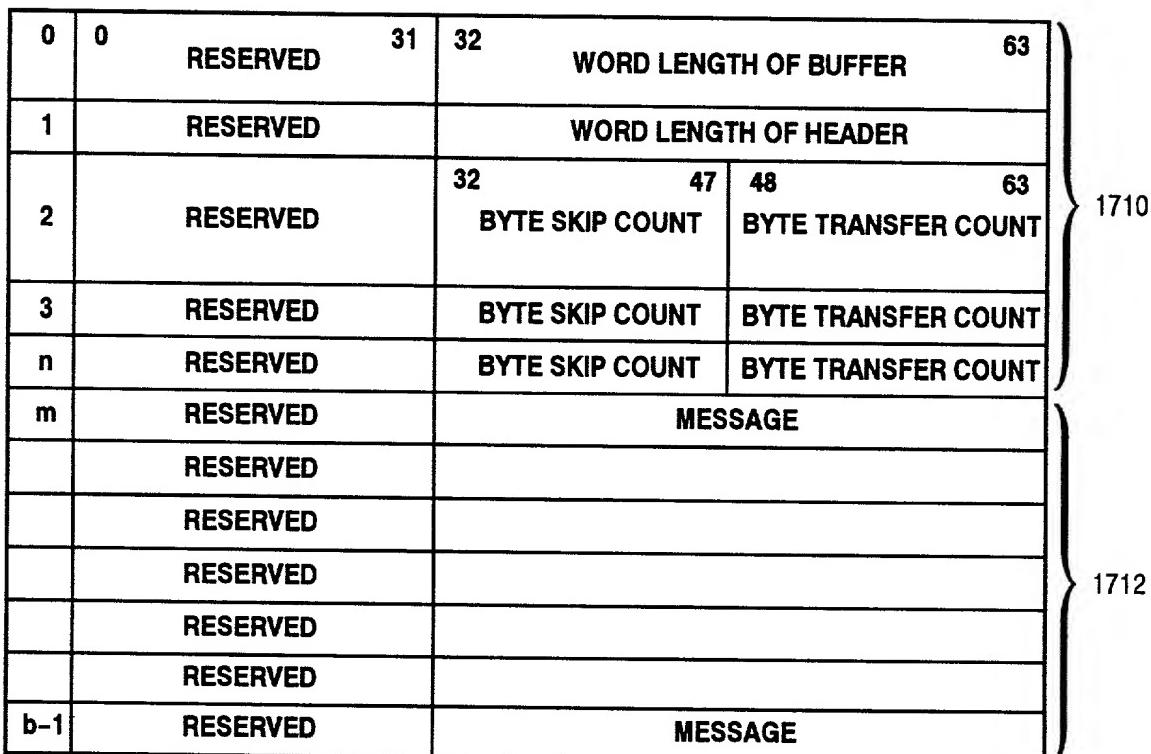
| | | | | | | |
|--|----------|-----------------------|----------|-------------------------------|---|--|
| 1 | RESERVED | MESSAGE BUFFER OFFSET | | | P/O NODE- TO-NODE QUEUE 1510a | |
| 2 | RESERVED | MESSAGE BUFFER OFFSET | | | | |
| | | • • • | | | | |
| 511 | RESERVED | MESSAGE BUFFER OFFSET | | | | |
| START OF OUTPUT QUEUE TO NODE 1 | | | | | | |
| 0 | RESERVED | NEED_RESET | RESERVED | ENQUEUED_OFFSET FOR NODE 1 | 1510 | |
| 1 | RESERVED | MESSAGE BUFFER OFFSET | | | | |
| 2 | RESERVED | MESSAGE BUFFER OFFSET | | | | |
| | | • • • | | | | |
| 511 | RESERVED | MESSAGE BUFFER OFFSET | | | | |
| | | • • • | | | | |
| START OF OUTPUT QUEUE TO NODE 7 | | | | | 1510n | |
| 0 | RESERVED | NEED_RESET | RESERVED | ENQUEUED_OFFSET FOR NODE 7 | | |
| 1 | RESERVED | MESSAGE BUFFER OFFSET | | | | |
| 2 | RESERVED | MESSAGE BUFFER OFFSET | | | | |
| | | • • • | | | | |
| 511 | RESERVED | MESSAGE BUFFER OFFSET | | | | |

NODE_OS_ID IS A 4 CHARACTER STRING WITH ONE OF THE FOLLOWING VALUES:

- 'OS22' - OS2200 ARCHITECTURE
- 'MCP' - A-SERIES ARCHITECTURE
- 'UNIX' - INTEL ARCHITECTURE WITH A UNIX OPERATING SYSTEM
- 'NT' - INTEL ARCHITECTURE WITH MICROSOFT WINDOWS NT OPERATING SYSTEM

Figure 16B

1416



The diagram illustrates a memory structure with the following fields:

- RESERVED** (0, 31 bits)
- WORD LENGTH OF BUFFER** (32, 63 bits)
- RESERVED** (1)
- WORD LENGTH OF HEADER**
- RESERVED** (2)
 - BYTE SKIP COUNT** (32, 47 bits)
 - BYTE TRANSFER COUNT** (48, 63 bits)
- RESERVED** (3)
 - BYTE SKIP COUNT**
 - BYTE TRANSFER COUNT**
- RESERVED** (n)
 - BYTE SKIP COUNT**
 - BYTE TRANSFER COUNT**
- RESERVED** (m)
 - MESSAGE**
- RESERVED**
- RESERVED**
- RESERVED**
- RESERVED**
- RESERVED** (b-1)
 - MESSAGE**

Annotations on the right side of the structure indicate total widths: 1710 for the first group of fields, and 1712 for the second group.

Figure 17

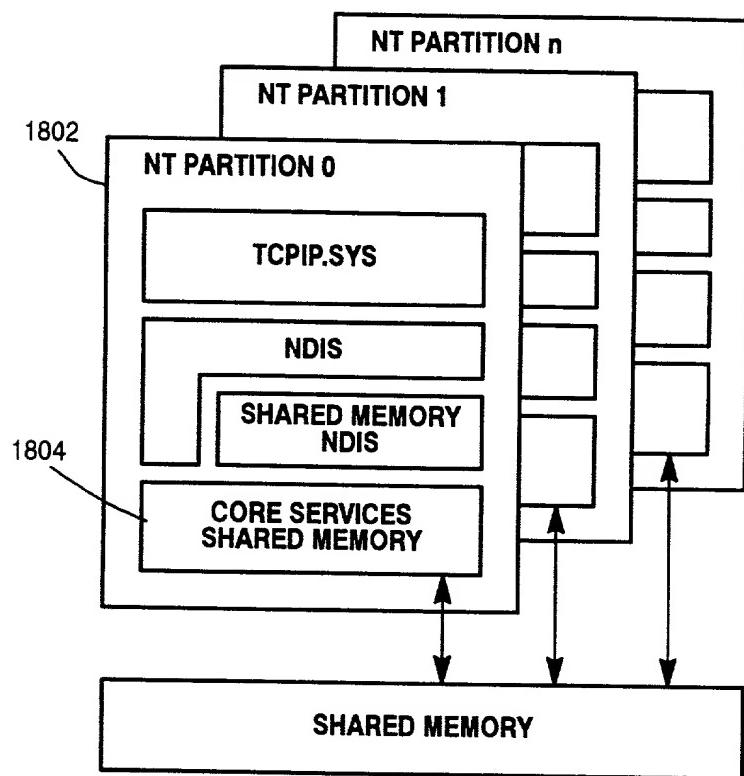


Figure 18

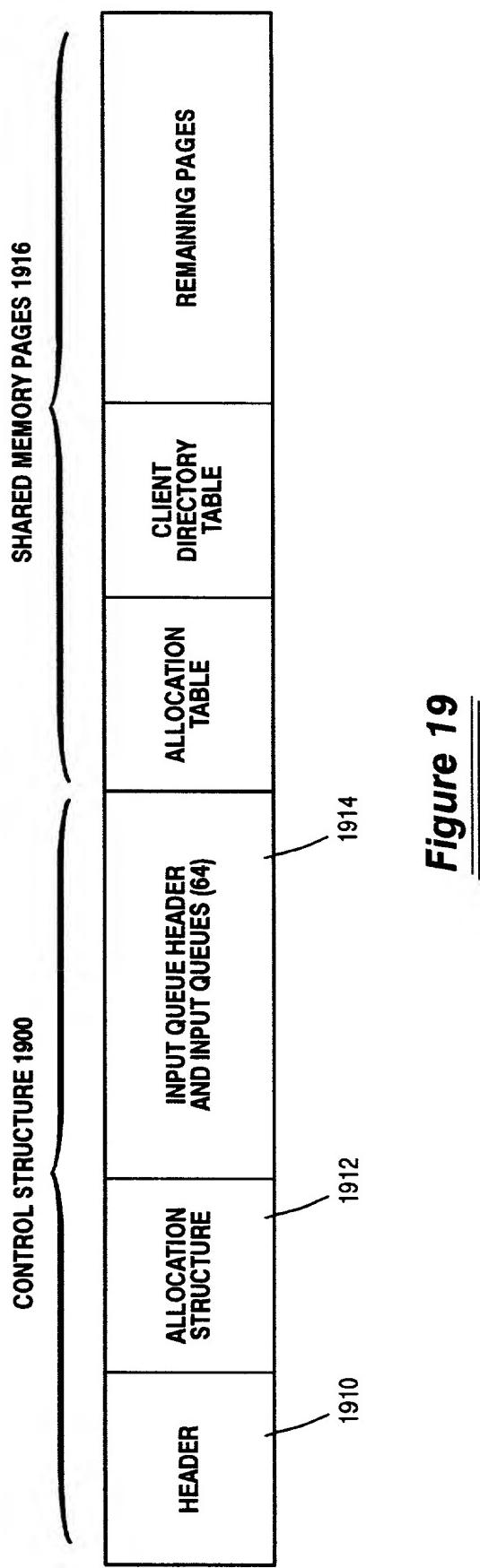


Figure 19

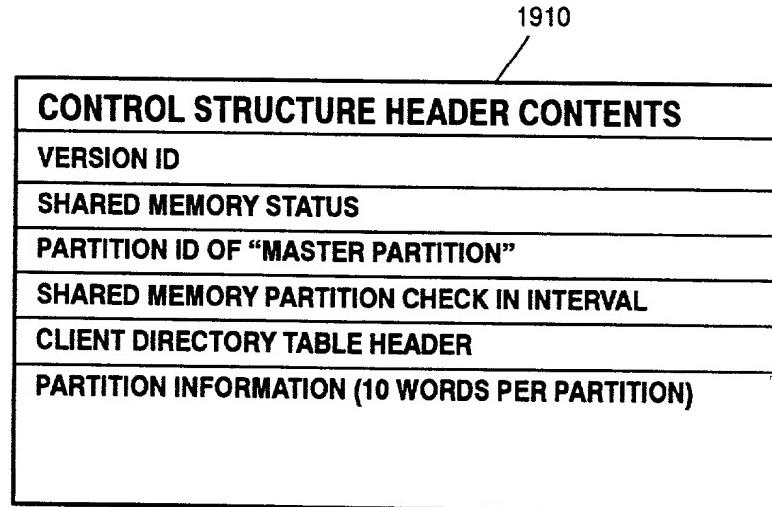


Figure 20

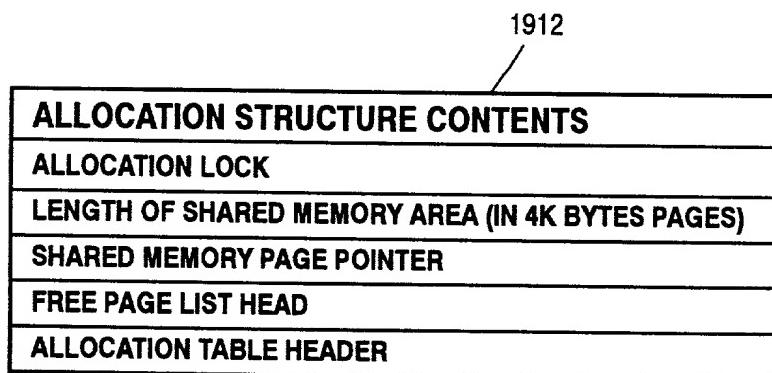


Figure 21

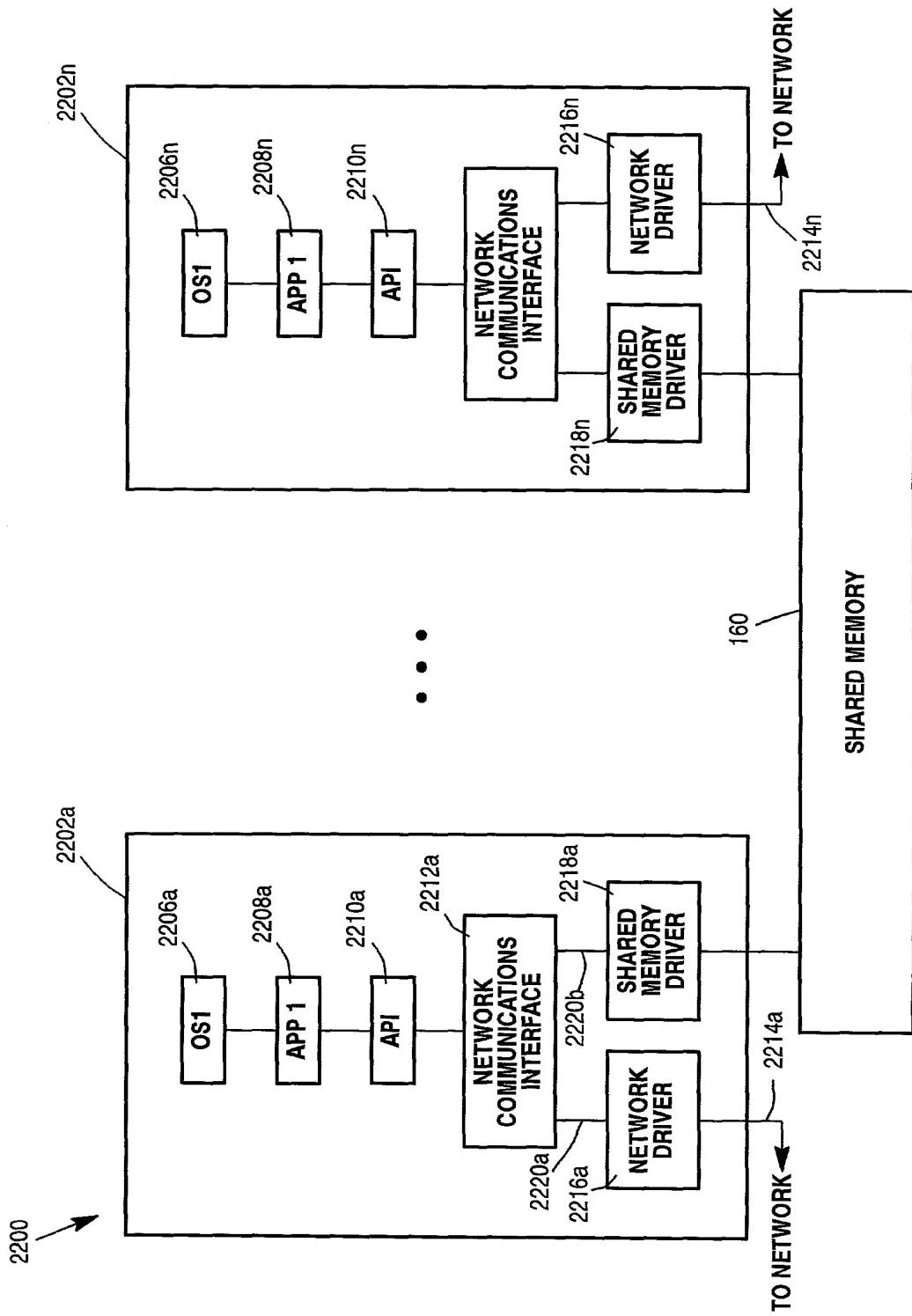


Figure 22

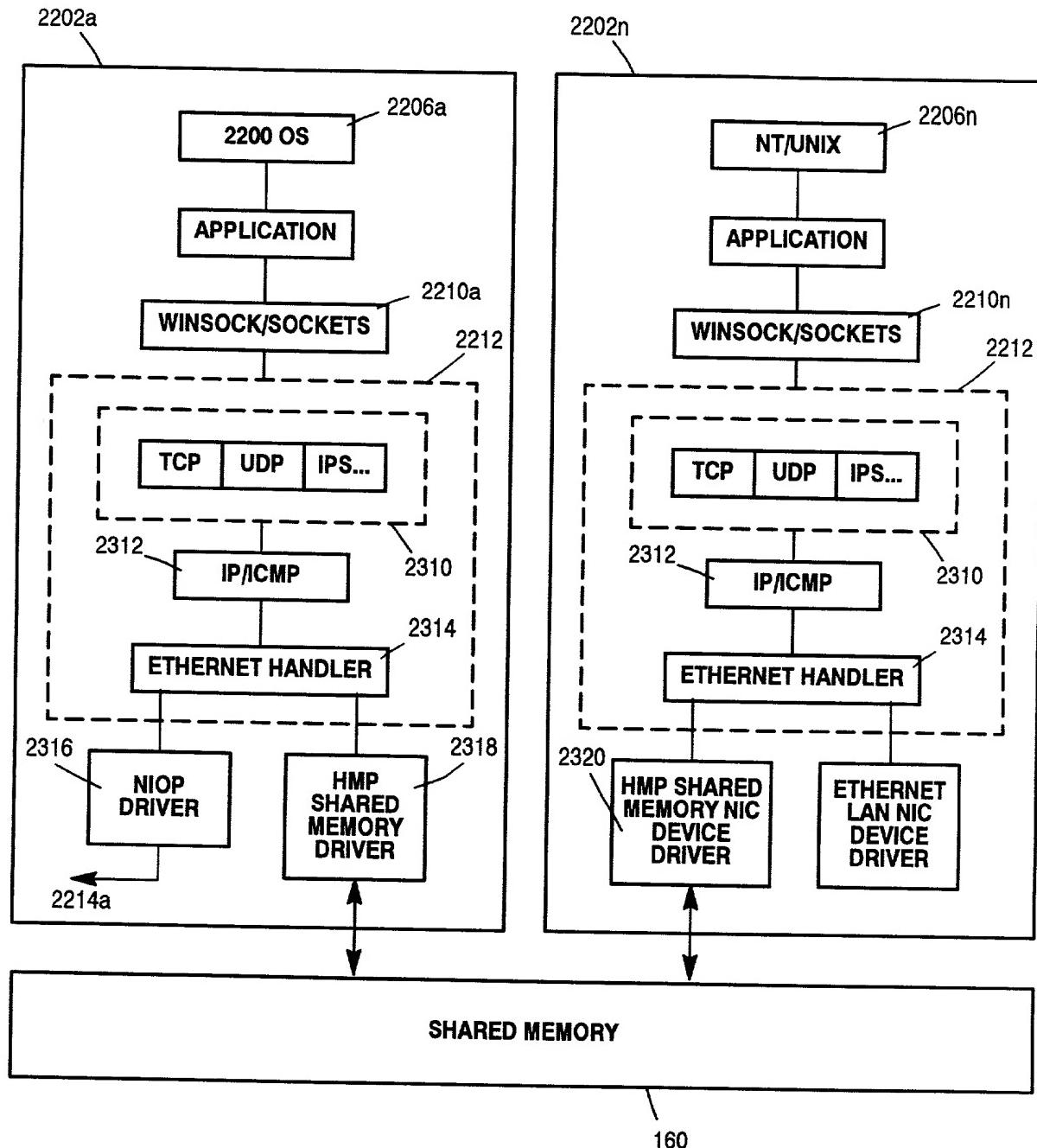


Figure 23

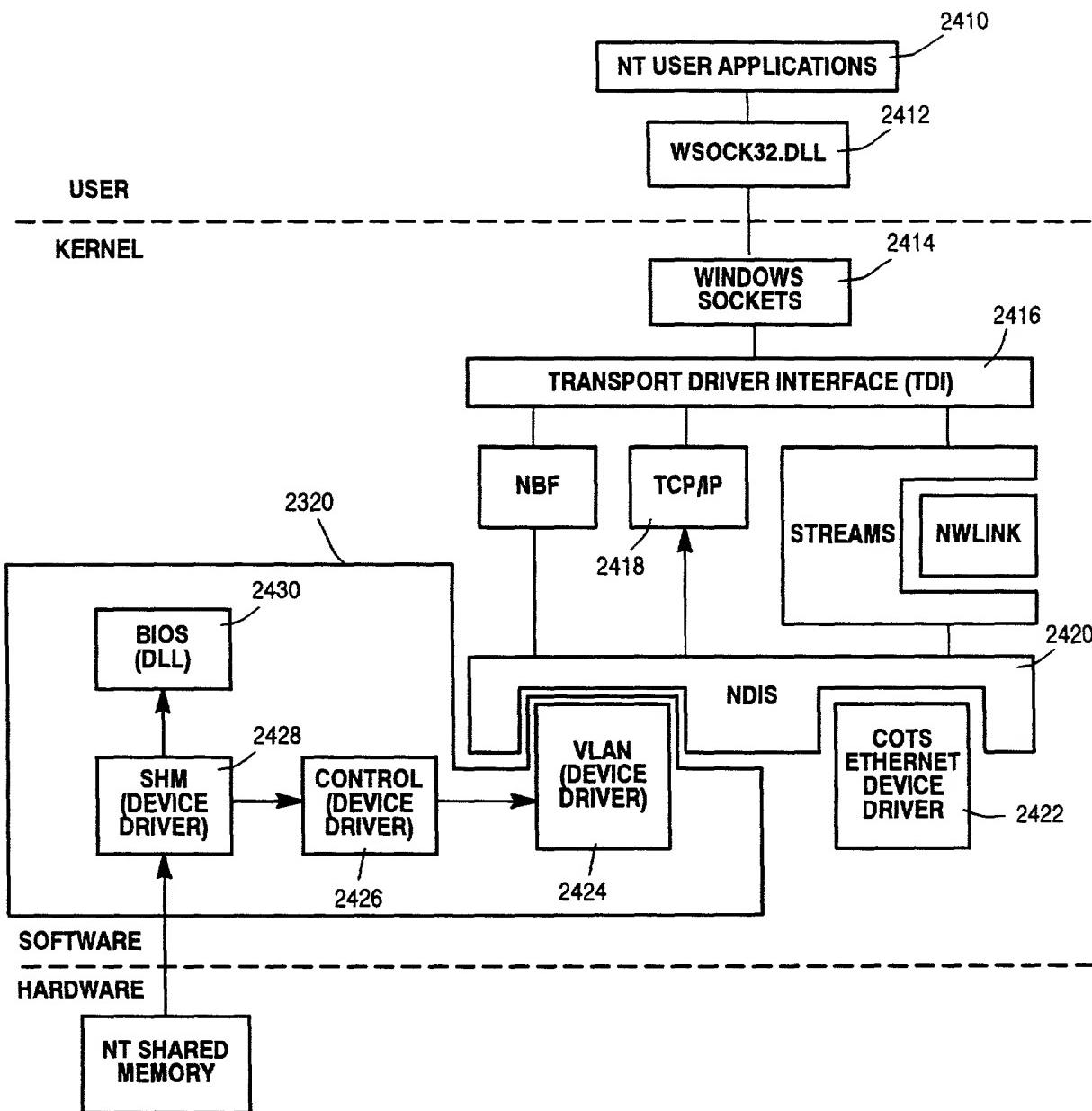


Figure 24

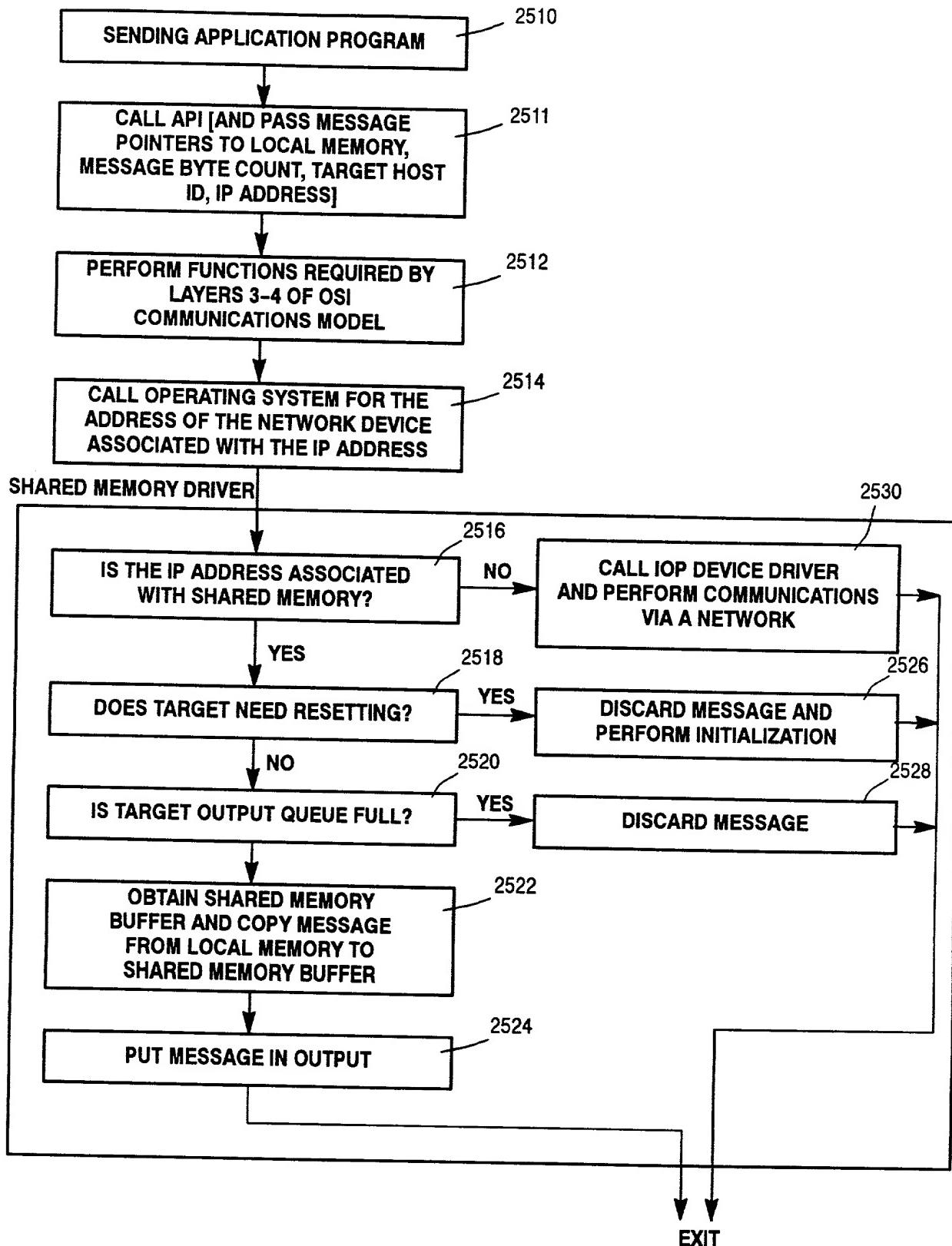


Figure 25

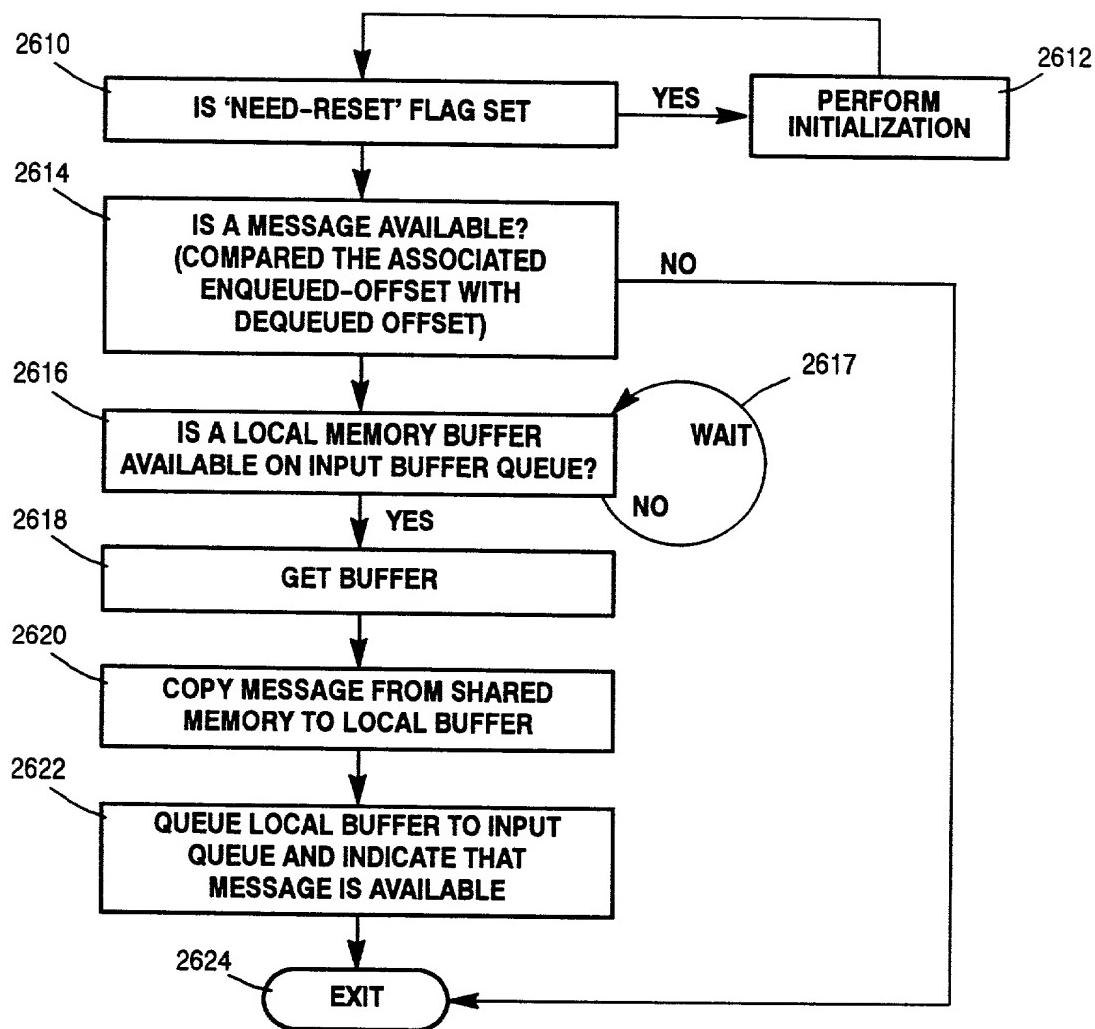


Figure 26

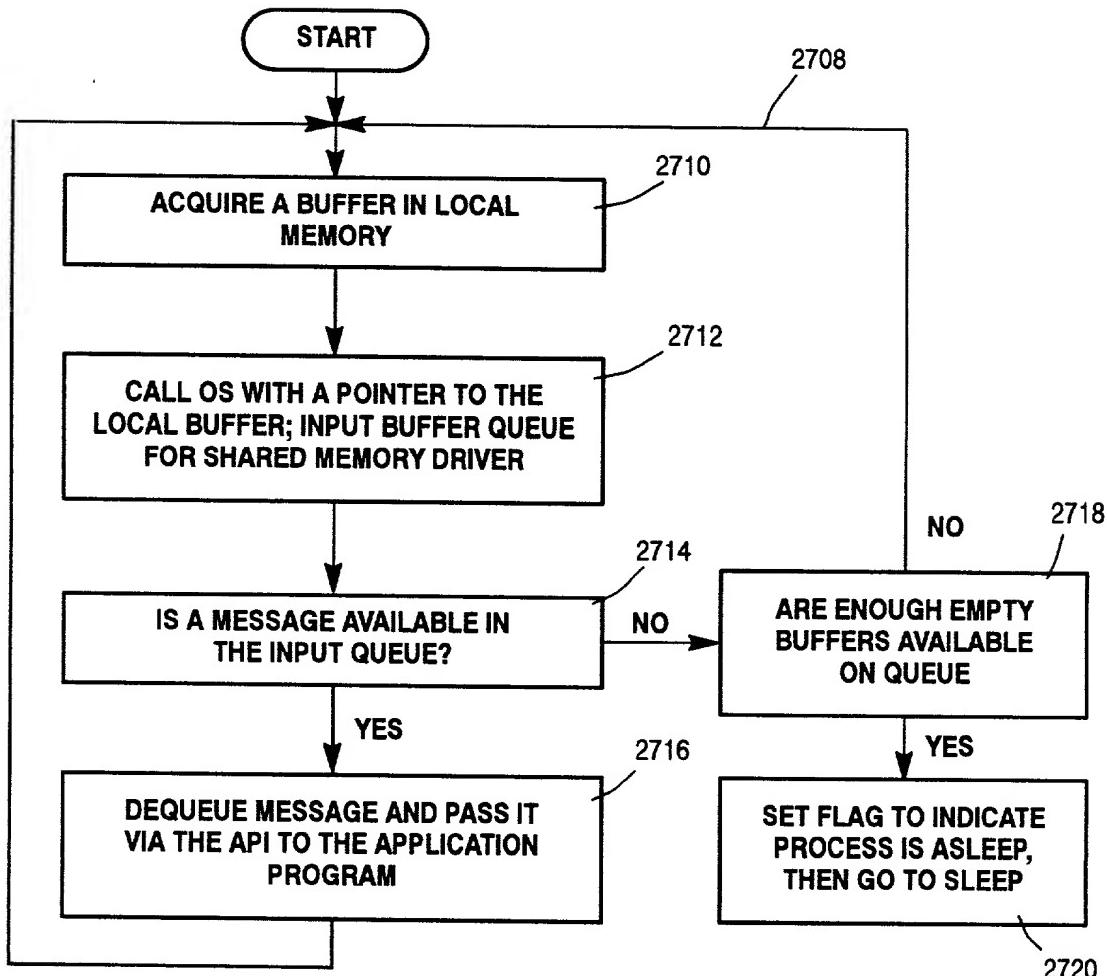


Figure 27

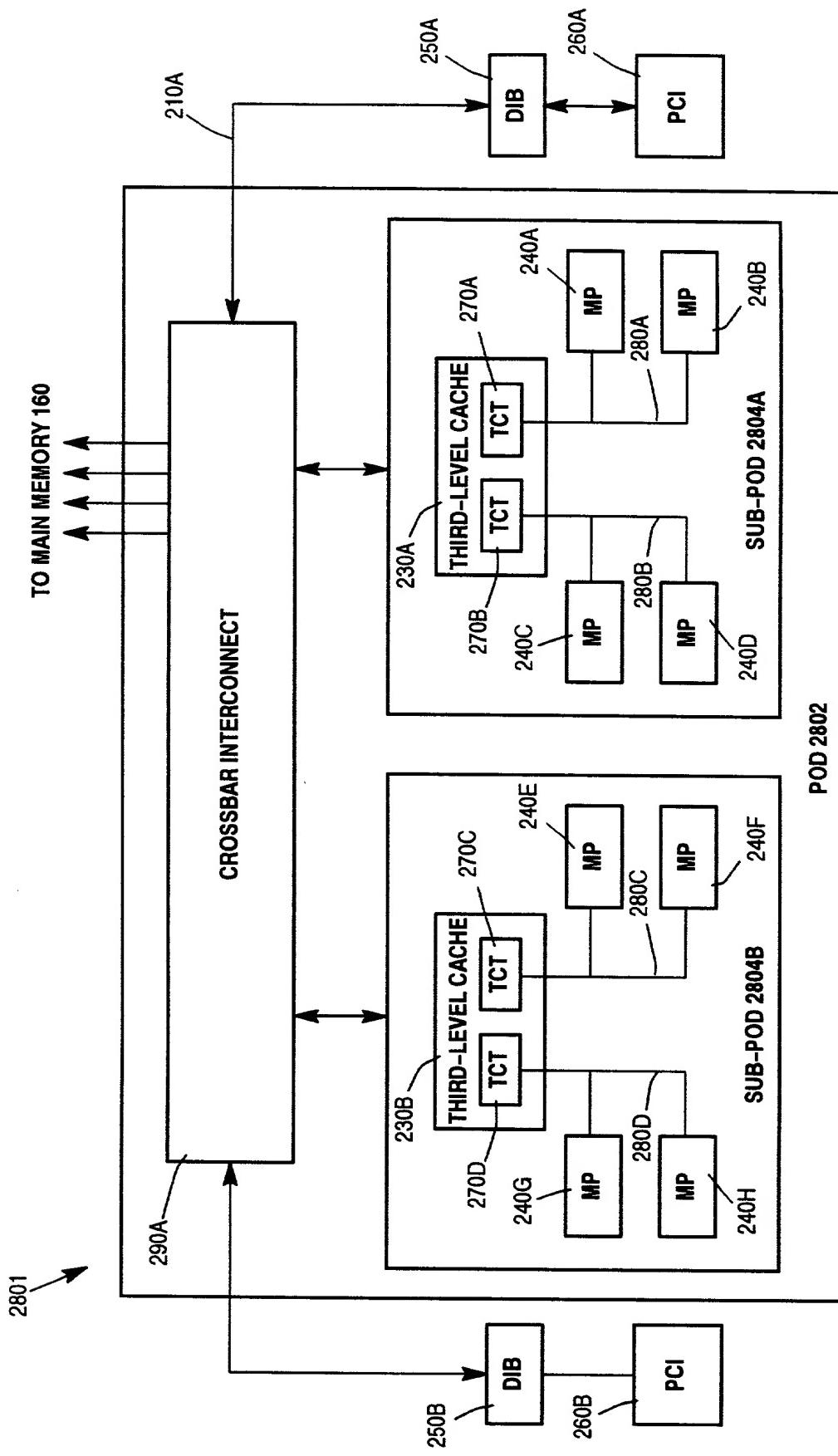


Figure 28

| INPUT QUEUE HEADER CONTENTS |
|---|
| INPUT QUEUES POINTER |
| NUMBER OF INPUT QUEUES |
| INPUT QUEUE LENGTH |
| INPUT QUEUE SIGNAL SIZE |
| MAX NUMBER OF SIGNALS IN INPUT QUEUE |

Figure 29

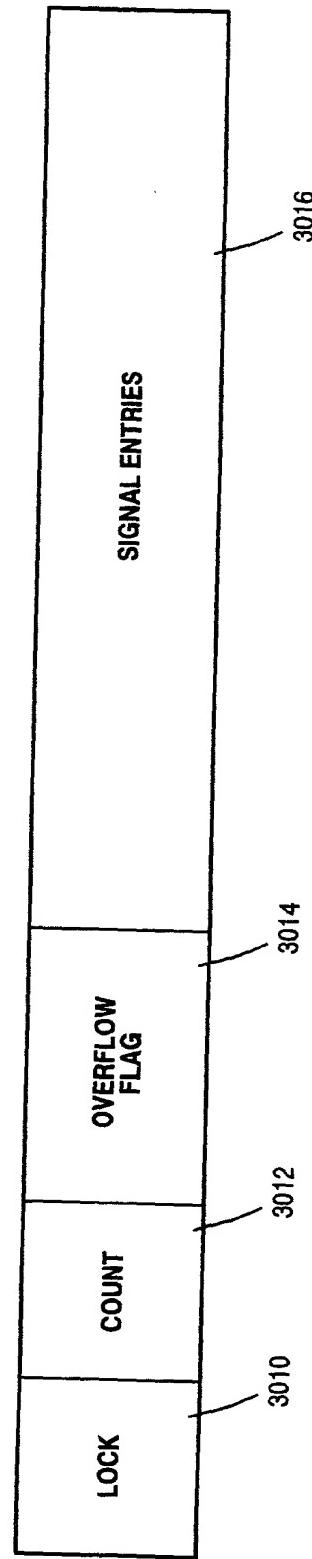


Figure 30

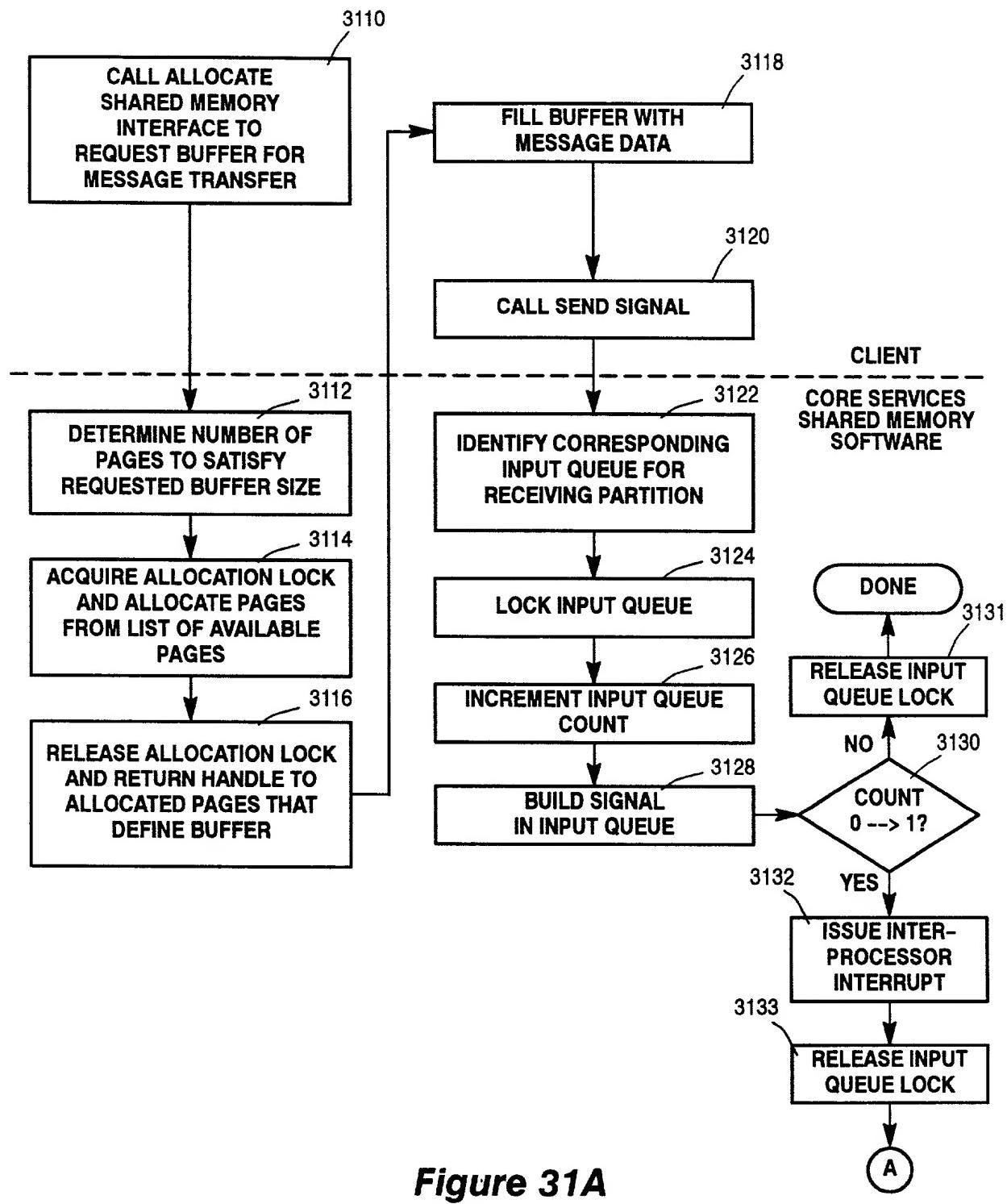


Figure 31A

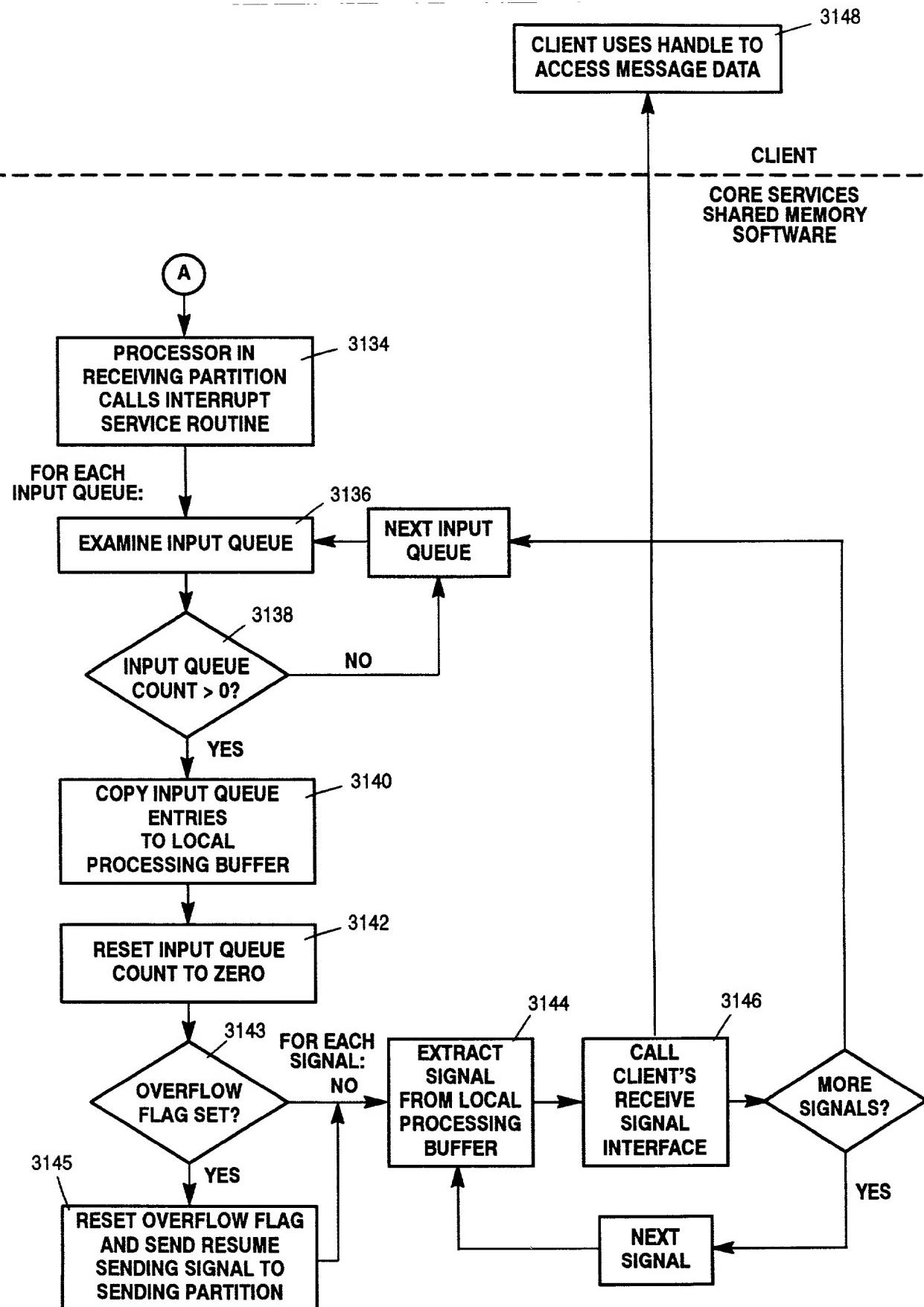


Figure 31B

| | | |
|--------------------------|-----------------|-------------------|
| PARTITION OWNERSHIP MASK | CLIENT GROUP ID | DEALLOCATION LOCK |
|--------------------------|-----------------|-------------------|

Figure 32A

| | | | | |
|--------------------------|-----------------|-------------------|-------------------|-----------------------|
| PARTITION OWNERSHIP MASK | CLIENT GROUP ID | DEALLOCATION LOCK | TYPE 3 PAGE COUNT | TYPE 3 PAGE REFERENCE |
|--------------------------|-----------------|-------------------|-------------------|-----------------------|

Figure 32B

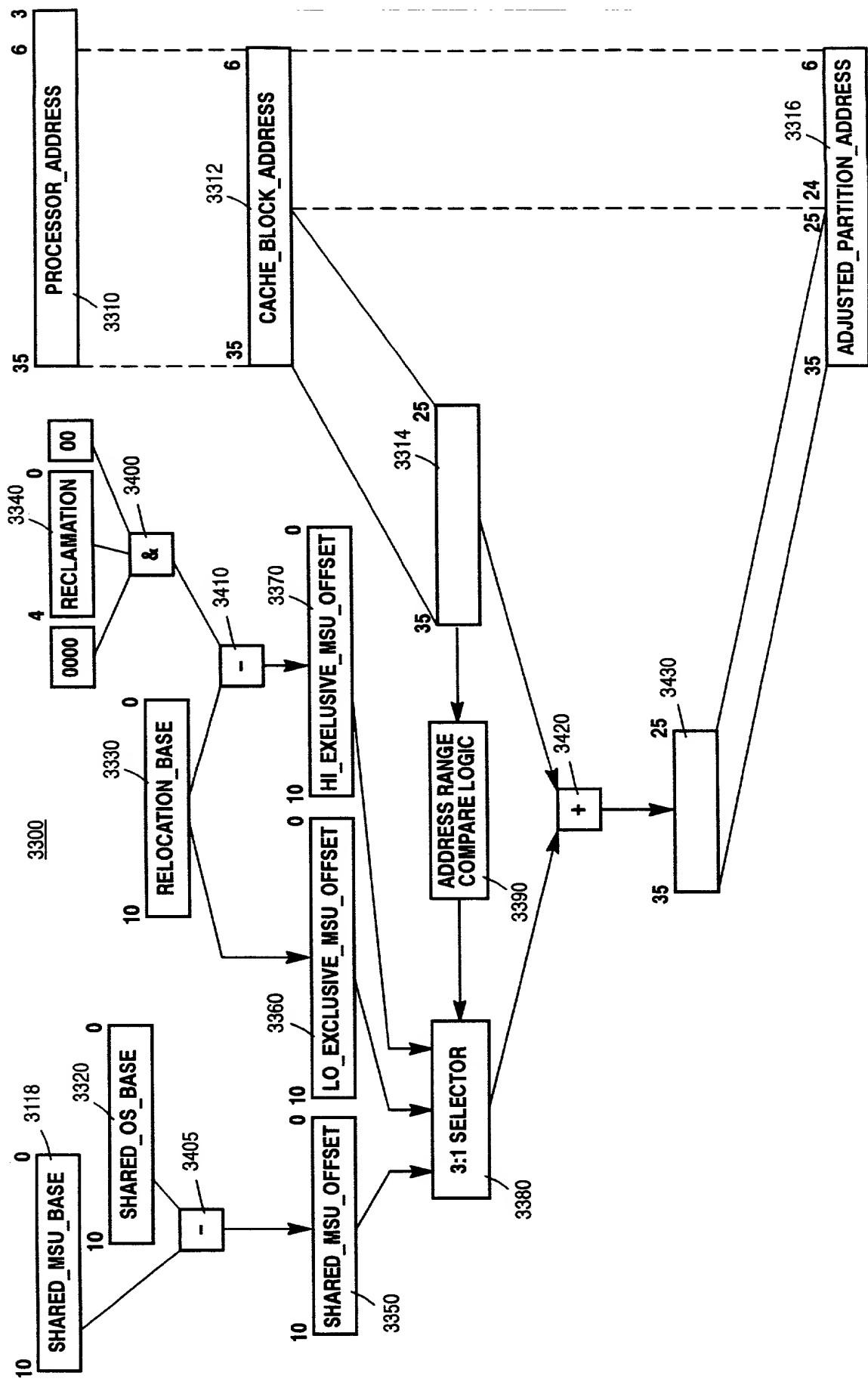
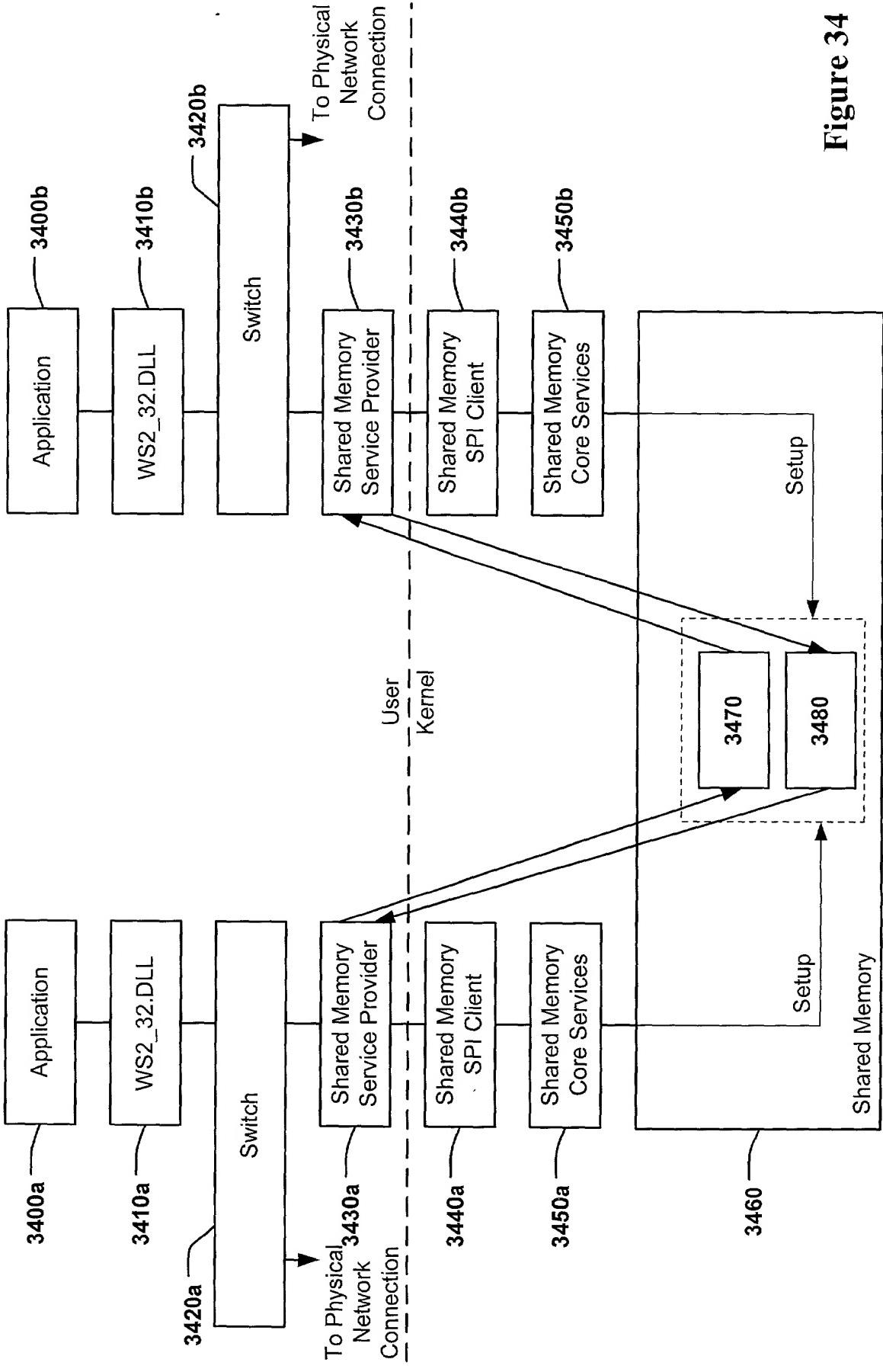


Figure 33

PARTITION 1



PARTITION 2

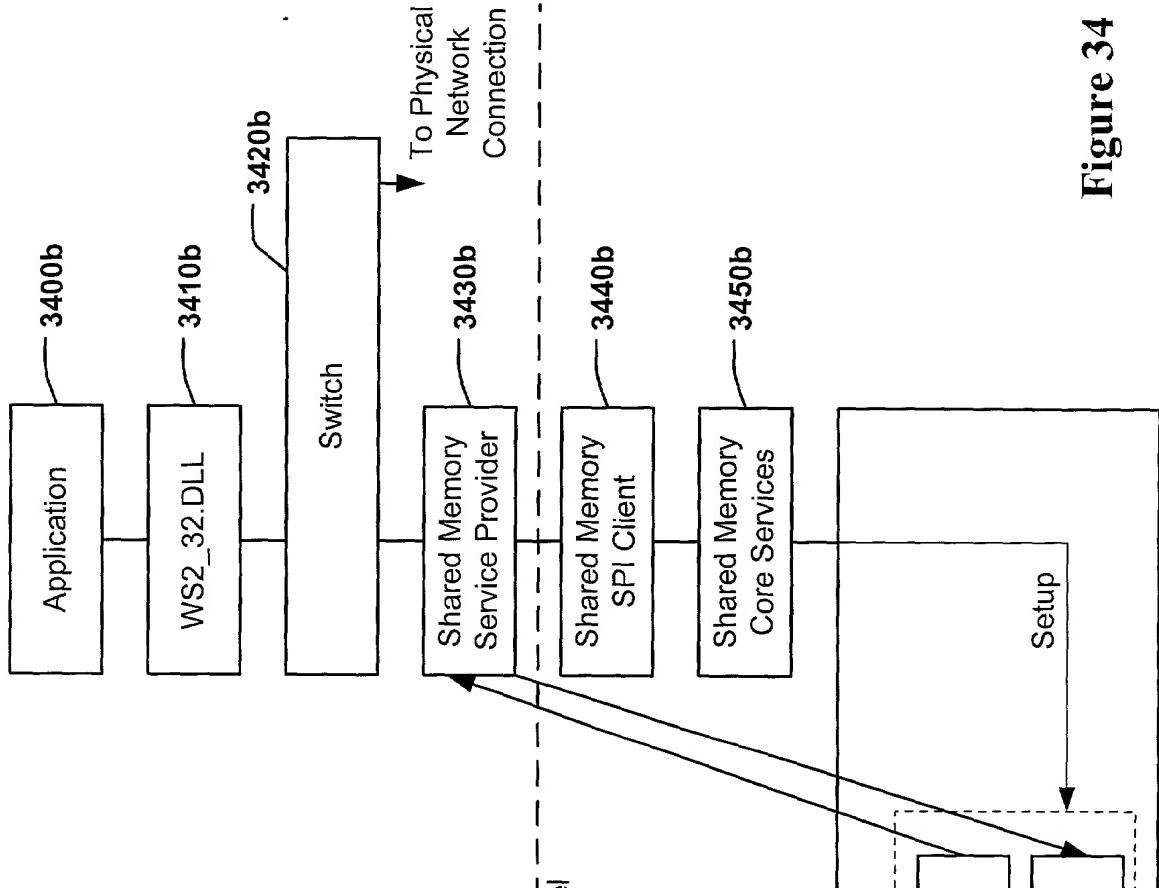


Figure 34

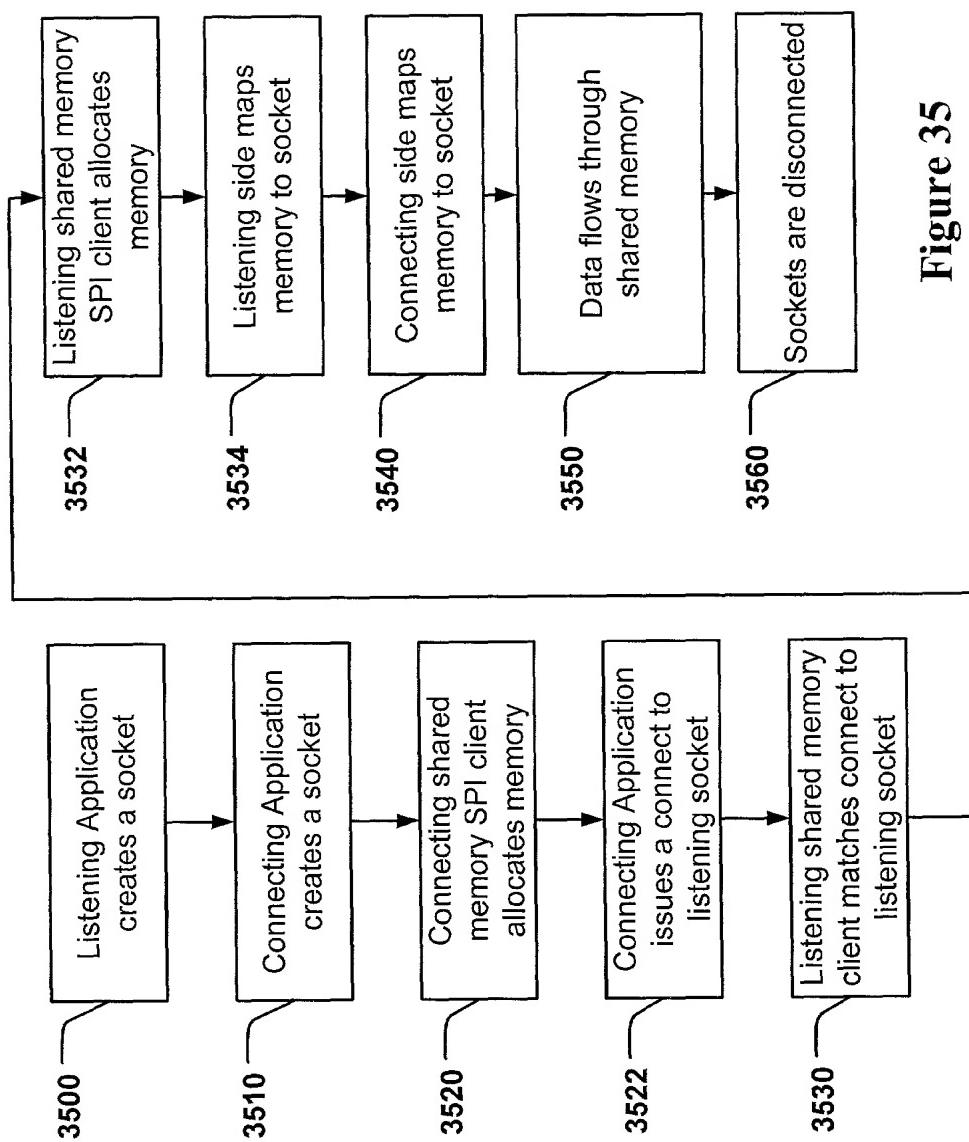


Figure 35

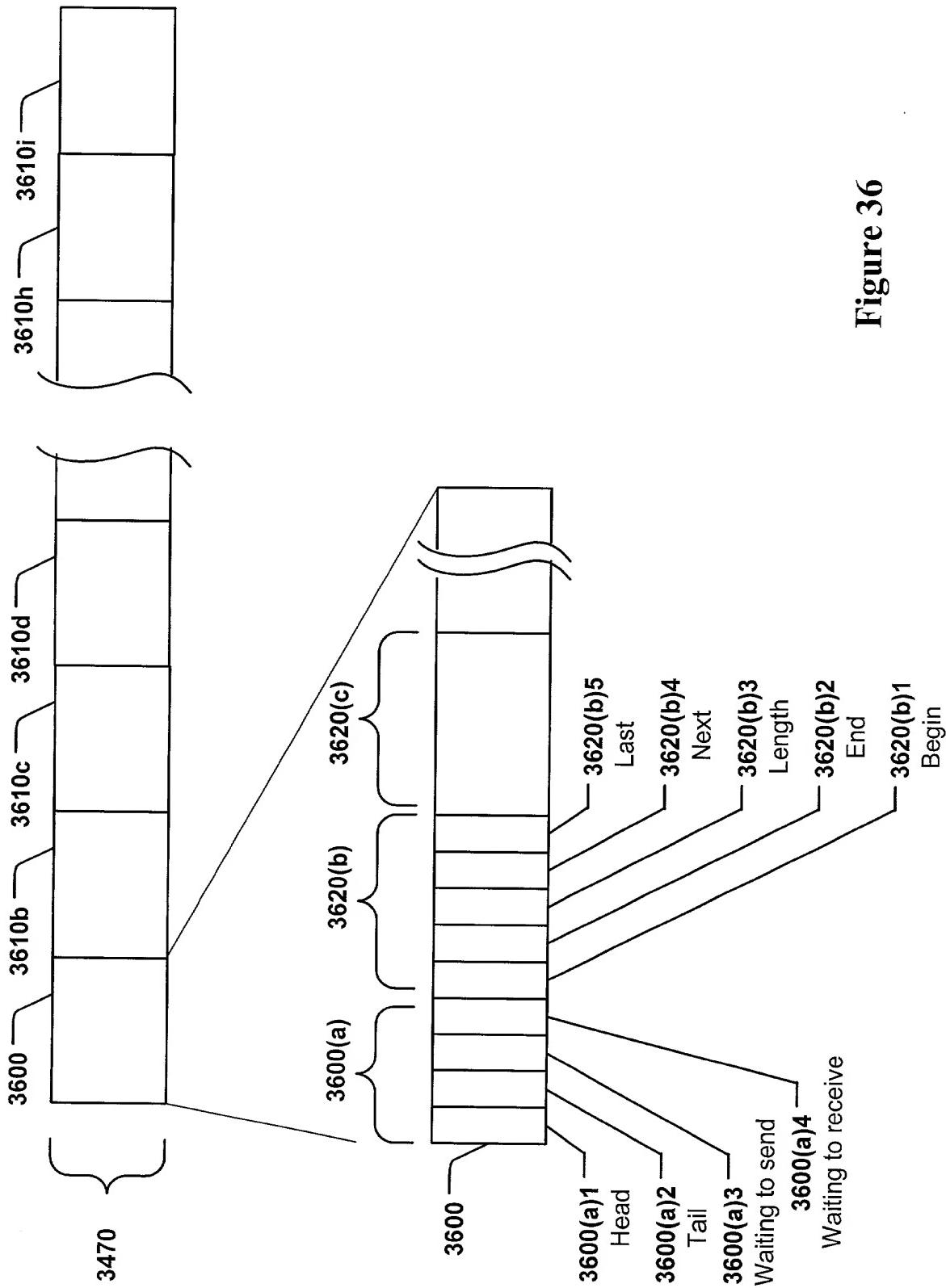


Figure 36

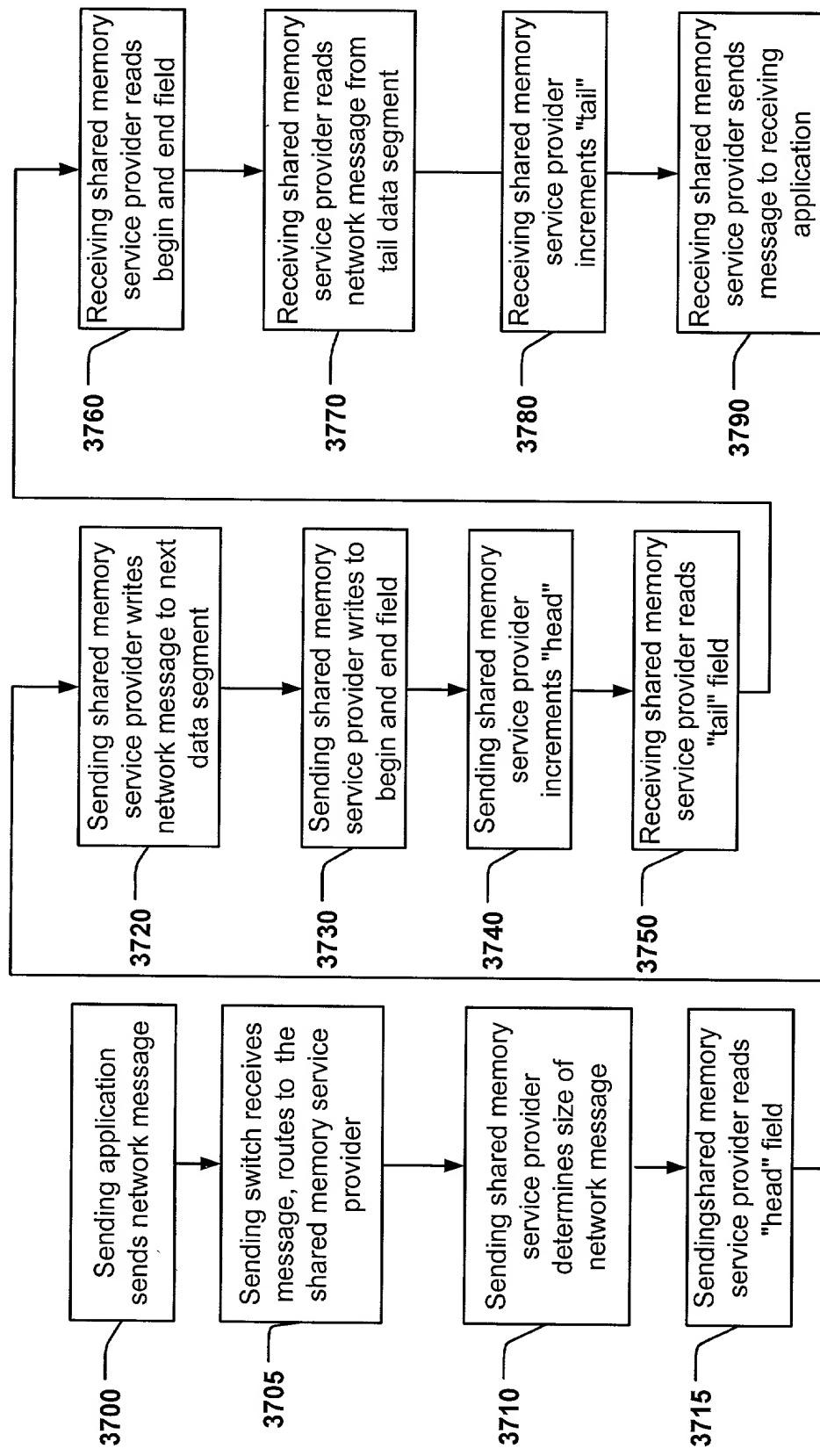


Figure 37